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After months of development he's finally here—Scooby in his own hilarious computer cartoon. Designed and coded by Gargoyle Games, Scooby Doo is a fast-action arcade game that's as funny to watch as it's exciting to play—Scooby-Dooby-Doo!!

The very best Elite Titles are available at selected branches of: Boots, WHSMITH, Tandy, John Menzies, Laskys

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CONTENTS

FEATURES

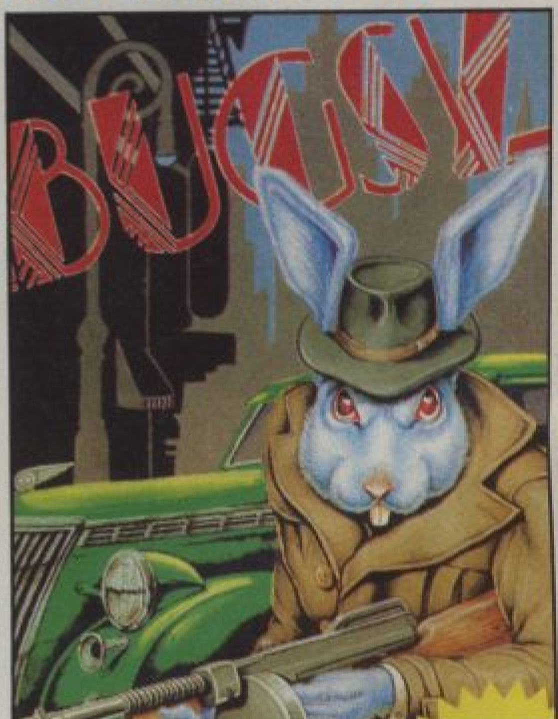
NEWS & REVIEWS



ROGUE TROOPER/REVIEWS



NOSFERATU/REVIEWS



BUGSY/ADVENTURE/P82

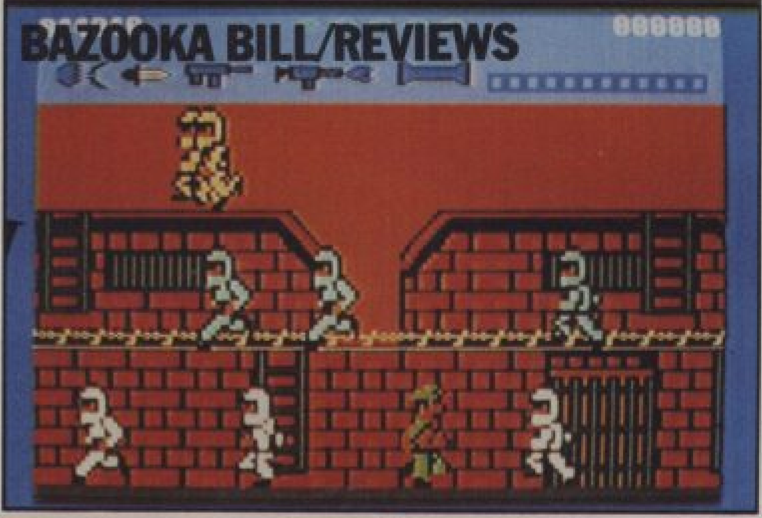
INSIDE STORY

Other nameless magazines will be costing you MORE this month. What sort of Christmas spirit is that?! But here at C+VG we believe in giving you more without making YOU pay for it. AND we're giving away a giant **Space Harrier** calendar-poster absolutely FREE! We've also been hard at work reviewing — there are **28 pages** packed with **over 40** new games, including **Gauntlet**! We also take an in depth look at the game that's going to be giving **Gauntlet**! a run for its money in the charts this Christmas — **Space Harrier** from coin-op conversion specialists **Elite.** Talking of **Elite** we've got our hands on an exclusive Dimension Graphics screen by screen map of the killer game **Ikari Warriors**, destined to be another huge hit! We've squeezed in another players guide as well — a screen by screen spotlight on a budget game that grows on you — **Fungus.** Plus an extraordinary mushroom competition! Talking of competitions — this issue is literally packed with them. Highlights are the amazing **Win an Arcade Machine Competition. U.S. Gold** has given us a **Xevious** machine to give YOU! Then you can win a **Compact Disc Player** from **Infogrames,** a **Skateboard** from **Bubble Bus**, a judo suit from **Martech** plus lots more. All that and I haven't mentioned the free pull our Judge Dredd poster, out War Games special, the incredible Atari ST Software Spectacular or Space Camp! So don't get ripped-off by other magazines who make you pay more for the same old stuff. Get your hands on this copy of C+VG with extra added VFM. That's value for money . . .

Tim



ALIENS/REVIEWS



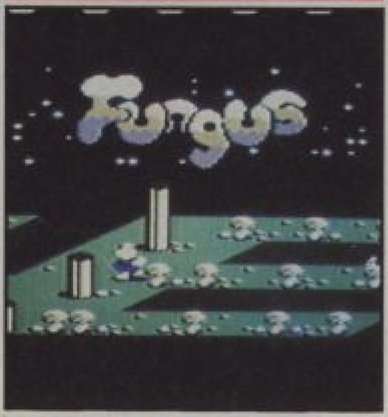
BAZOOKA BILL/REVIEWS



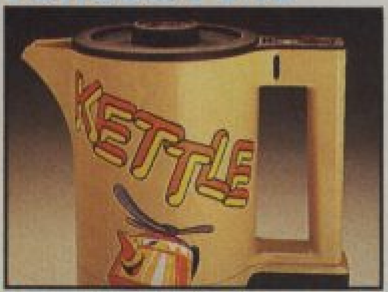
ARCADE ACTION/P138



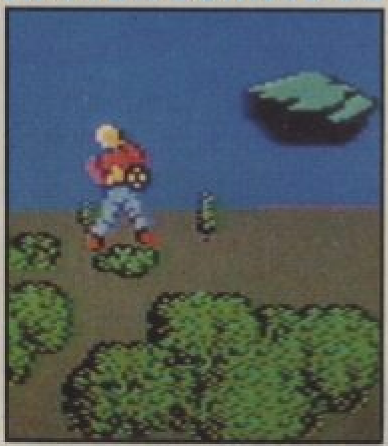
ST SPECTACULAR/P130



FUNGUS/P142



KETTLE COMP/P114



SPACE HARRIER/P14

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ABC

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With the Amstrad 464 home computer the fun starts as soon as you get it home.

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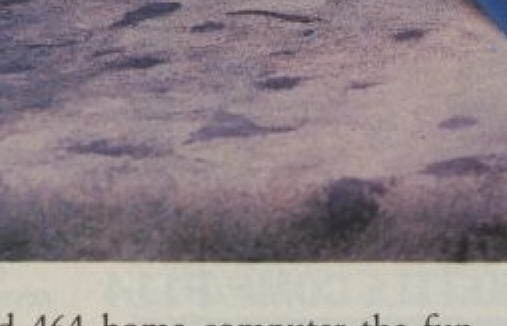
It also comes with a convenient built-in datacorder.

And you get £100 worth of software with games like Harrier Attack and Sultan's Maze. Not to mention Oh Mummy.

64K of RAM means you have plenty of memory to play with.

And there are over 200 Amstrad games you can play, many exclusive to Amstrad.

But games are only half the fun on the 464.





The kids can learn spelling and arithmetic with software like Wordhang and Happy Numbers.

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To help you make the most of your 464, you can join the Amstrad User Club.

And there are lots of books and magazines devoted to it as well.

What's more you can buy joysticks, printers, disc drives, speech synthesisers and light pens to make it even more fun.

But perhaps the most pleasurable thing about the 464 is the price.

The complete home computer costs just £199 with green screen or £299 with colour monitor.

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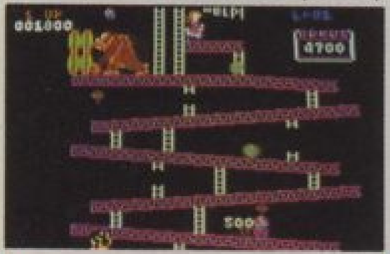
The Amstrad 464.

The complete home computer.

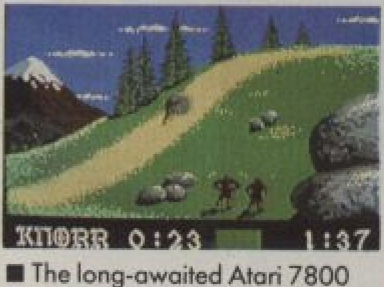
Amstrad P.O. Box 462, Brentwood, Essex CM14 4EF.

NEWS

■ You can't keep a good classic down . . . and classics don't come much better than **Donkey Kong**. Here's Ocean's Amstrad version of one of the first platform and ladders game to hit the arcades. It should be out in December on the Spectrum (£7.95), Amstrad and C64 (£8.95).



■ You've heard of "splatter" movies — now here's a "splatter" computer game. **Blood n' Guts** is described by **American Action** as "an ancient barbarian decathlon with all the violence and brutality you've ever dreamed about in a computer game." Have you ever dreamed about a violent computer game? I haven't. Still here's a pretty picture of the game which should be out soon on the 64 at regular prices £9.95 tape/ £14.95 disc.



■ The long-awaited Atari 7800 video games machine had the wraps taken off it at the Atari Christmas Show held at the New Horticultural Hall, Westminster, London, recently. There are high hopes that it could revitalise the video game market.

The 7800 plays all 2600 cartridges and should sell for around £70 with games selling for between £10 and £15.

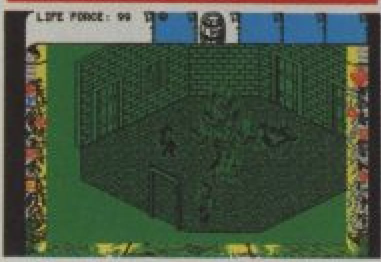
Titles due are *One-on-One, Skyfox, Touchdown, Football, Choplifter, Summer and Winter Games, Impossible Mission, Super Huey* and *Rescue on Fractalus.* The show was organised by Database Exhibitions.

Altogether more than 100 stands were loaded with new products from the leading Atari suppliers.

Big names include Software Express, CDS, Twillstar, Microdeal and Advanced Systems Techniques as well as Atari.

The First Atari Show last March attracted 15,000 visitors.

The next Atari Show — again organised by Database — will be held at the Novatel in Hammersmith from February 26 to 28.



■ Here's the game all **Fairlight** fans have been waiting for. Yup, it's **Fairlight II** from the programmer with the funny name **— Bo Jangeborg**. Imagine **Fairlight** doubled in size with a wider variety of graphics and you've got this sequel in one. It comes in two parts and **The Edge** say its tougher than the original. Watch out for the mysterious female who wanders around this new arcade adventure. She's important. Out now on the Spectrum.

■ How does the possibility of winning up to £50,000 grab you? That's the sort of money being talked about a new name in the software world, **Vonsoft**.

The money will go to the first person to answer a simple question about the gameplay of its first release, **The Great A.R.E.N.A. Challenge**, a graphic adventure on the Amstrad, spectrum and Commodore.

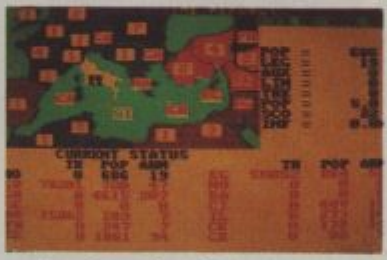
The prize will be made up of £10,000 plus, for every unit of the game Vonsoft's sells, the company will add 50p to that total. If, as Vonsoft rather confidently predicts, the game sells around 80,000, it could take the prize to £50,000. Vonsoft director **Trevor Downie** says the offer is genuine.

The game, which will be released on the 31st January, will be sold via mail order and cost £4.95 on tape and £7.95 on disk.

■ Many of you sharp-eyed programmers have noticed a error in our November listing, **Harriet's Last Bath by Roy Turner**. It does not affect the running of the game and concerns the duplicatiton of line 4057. The text should be removed and replaced by: Let E$="He has the quiet manner of a gentleman but his clothes have seen better days. Very serious and deliberate in speech and actions.": Return

It's also own up time. We forgot to say it was a Spectrum listing. Sorry all you Amstrad and Commodore owners.

Meanwhile, calling **Ian David Hogg**, of Ulverston, Cumbria. Roy Turner received your order of the tape but you forgot to include your full address. Please get in touch with him.



■ The **Annals of Rome** is a PSS strategy game based on the rise and fall of the Roman Empire. Starting in the year 273 BC, the date by which the Roman Republic had gained control of Italy, your



■ "Balls!" she said. "I beg your pardon?" I replied. "I said balls! Do you need any balls?" she asked. "Well I don't think so, I've got two of my own tucked away in this bag here!" says **Tony Takoushi**.

With that I left her standing at the counter and made my way to lane number five for a much needed Ten-Pin Bowling session.

The only things missing in the latest **Access** sports sim' are the flat shoes and the personal bowling balls. As you will probably have realised this month's offering is a Ten-Pin Bowling game, **10th Frame**, from **Access** software in the USA.

The **Access** team have really earned a reputation for quality sport simulations and this in NO exception to the rule.

It runs on the Commodore 64 and I would imagine versions will follow for the Speccy and Amstrad. As yet no firm release date has been set for the UK.

On loading you are given a VERY tasty hi-res picture of a bowling ball and pin and then led into the game with options to choose.

The first option is League or Open bowling. This allows either individual play or team efforts of up to eight players a side. You then enter your name and choose a skill level (Kids/Amateur/Pro) and the number of games (1–5).

On with the game! You are presented with a near bird's eye view of the player facing the bowling alley stretching up the screen the pins are put into place automatically.

By pressing the joystick up you can then flip control to a cursor to show any rolling bias in the ball as

role is that of the ruling power group in the Roman Senate, deploying Roman armies and commanders in successive foreign and civil wars. At any time you will be faced with up to 13 independent hostile powers, each fighting to extend its own sphere of influence at the expense of the others. To give you a military advantage, you have at your disposal the incomparable Roman Citizen Legionaries, reinforced by mobile Auxiliaries and static garrison troops (Limitanei).



■ The legend of **Big Red** lives on! The biggest Bug Hunter keeps on capturing people's imagination. And here's the latest Big Red offering from one of our overseas readers. **Mika Kuulusa** created this Big Red pin-up on his Amstrad and sent us the tape. If you've created a Bug Hunter pic on computer why not send it in to us?

it travels to the pins. Push the stick back and you can move the bowler left and right.

To start the bowl, you press the fire button. The actual throw is controlled by two gauges, power and hook. Remember *Leaderboard*? The gauges trigger themselves when fire has been pressed, you can control power and hook by pressing fire when the gauge reaches the desired point.

As soon as you have pressed fire the bowler trundles up to the line and executes the bowl. He is SO SMOOTH — the animation is simply excellent. The ball leaves his hand and — hopefully — runs down the middle of the lane.

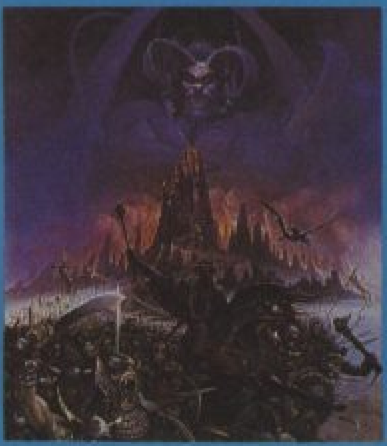
Across the top of the screen is a scorecard showing your efforts. You can have up to twenty throws to clear the frames. Less if you get a "strike", which is knocking all ten pins over with one ball.

When you have finished your game there is an option to print out the Scoresheet from a printer and a summary/total report appears.

The presentation of this game is bang on, from the moment the ball is released the sound of the ball rolling, the impact on the pins and the way they spin off and collide with each other is so convincing.

The game is best enjoyed when playing against a friend or as a team. Playing solo gets a little boring. So if you want to thrash the living daylights out of a friend take him on at **10th Frame** — it'll knock you for six, or eight, or ten even...

■ If you're into fantasy art then you probably won't see a better collection than the works of **Chris Achilleos,** featured in a new book called **Sirens,** published by **Paper Tiger/Dragons World.** It features some truly awesome pictures from the Achilleos collection, which spans Moorcock book covers, film posters, role-playing game box artwork and much much more. And there's even a C+VG cover featured! Chris was the artist who created our October 85 cover. It was an impressive Nazgul riding a reptillian beast. Remember? Anyway, the book costs £12.95 in hardback and is terrific value at £7.95 in paperback. It's available from all good bookshops or direct from Dragons World Ltd, 19 Hereford Square, London SW7 4TS.





■ Deep in the darkest part of the universe orbits the prison satellite known as Zed. There awaits a single prisoner — captured by the mighty Triad forces. He alone knows the secret of how to activate the Triad's devastating new weapon. This weapon can break through the Homeland's protection barrier and thus destroy all planets within its system. Your mission is to battle your way through the extraordinary "cube" prison and rescue the prisoner. He must be brought to an airlock in time for your spacecraft to pick you both up and destroy the prison forever. **Triaxos** from **Reaktor** will be out in the New Year on the Amstrad at £8.95. Spectrum/64 versions to follow.





■ What's all this then? It's what you get when you purchase the innovative computer thriller **Murders on the Atlantic** from **Infogrames.** The package comes with all the evidence a would-be detective needs to solve this intriguing mystery. If every game came packaged this way you'd probably stop buying budget titles. The game is available for the C64/128 and MSX computers. Check it out.

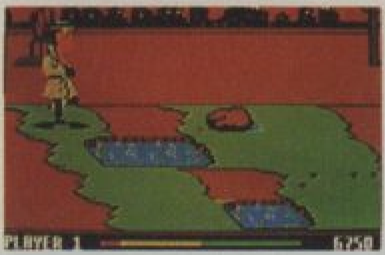


● This is **Stargate Legacy**, a spectacular graphic adventure from **Databyte**. It's been scripted by the people who brought you **Borrowed Time** and has been three years in the making. Initially the game is out on the 64 and Atari and comes on four sides of tape or a disk.





■ **Inspector Gadget** is coming to call. Fresh from his successes against the infamous **Dr Claw** our hero is going to take on the **Circus of Fear** in this new release from **Melbourne House.** If you like the cartoon, you're going to love the game. Out soon on the 64.



NEWS

■ Sparks flew at London's posh Savoy hotel on Guy Fawkes Day when **Mikro-Gen** staged their second **National Video Games Championship** Top games players representing all the top computer magazines and local newspapers from all over the country gathered to do battle. C+VG's representative at the championships was **James McNiven** from Gosport, Hampshire James is 12 and was the youngest competitor. Unfortunately he was knocked out in a early round — but he still managed to score 14,350 on Mikro-Gen's new game, **Cop-Out**.

The overall winner was **David Litherland**, 17, from Horwich in Lancashire, who represented **Popular Computer Weekly**. He scored 27,150.



■ What makes **Spandau Ballet** star **Gary Kemp** dodge down a dark alley and adopt a semi-crouch while clutching a copy of C+VG?

Is he ashamed of being seen reading the world's most popular computer mag? Of course not. It was the sight of Musclebound freelance hack **Leslie**



Bunder advancing on him with a camera. It's True. He did it by Instinction. A more terrifying sight we couldn't think of.

But the Spandau's guitarist did not escape before exchanging a few words with Leslie B. Apparently he's a keep computer games fan and enjoys playing **Pole Position**. He considers it "one of the best."

Leslie B. trapped — sorry tracked — Spandau Ballet down at Elstree Film Studios, north of London.

■ Did you know yo could buy a budget game for the price of some other magazines this month? If you've just got hold of this copy of C+VG you've already saved yourself a quid, and along with your Christmas cash I bet you're on the lookout for some software to spend it on. So just to help you along C+VG has compiled this list of essential games for the top machines.

SPECTRUM

- **Batman/Ocean** — classic 3D arcade adventure.
- **Uridium/Hewson** — ultimate arcade blaster.
- **Tau Ceti + Academy/CRL** — slick strategy and action
- **Bobby Bearing/The Edge** — the game with a lot of balls!
- **Gauntlet/U.S. Gold** — accept no substitutes.
- **Space Harrier/Elite** — what can we say?
- **Trap Door/Pirahna** — cartoon capers.
- **Trivial Pursuits/Domark** — quiz with a fizz!
- **Star Glider/Rainbird** — get it today!
- **Tomahawk/Digital Integration** — flights of fantasy.

COMMODORE 64/128

- **Dan Dare/Virgin** — heroic adventure.
- **Sanxion/Thalamus** — takes over where *Uridium* left off.
- **Gauntlet/U.S. Gold** — *D&D* classic.
- **Dacred Armour/Palace** — stunning arcade adventure
- **Trivial Pursuits/Domark** — it's still fizzing!
- **Zoids/Martech** — original and exciting action/strategy.
- **Leaderboard/U.S. Gold** — no handicap having this golf simulation.
- **Tau Ceti/CRL** — every home should have one.
- **Super Cycle/U.S. Gold** — *Hang On*! for the home.
- **Space Harrier/Elite** — coin-op killer!

BBC

- **Strike Force Harrier/Mirrorsoft** — brilliant flight sim.
- **Rep-ton 2+3/Superior** — best games on the Beeb?
- **Karate Combat/Superior** — martial artistry.
- **Pyscastria/Audiogenic** — *Uridium* clone
- **Crystal Castles/U.S. Gold** — arcade classic.
- **Sentinel/Firebird** — brain-boggling action/strategy.
- **Trivial Pursuit/Domark** — no collection complete etc...
- **Southern Belle/Hewson** — steamy simulation.
- **Knightshade/U.S. Gold** — 3D arcade adventure
- **Spy Hunter/U.S. Gold** — arcade action

ATARI (8-bit)

- **International Karate/System 3** — kung-fu kicks.
- **Trailblazer/Gremlin** — weird and wonderful race game.
- **Mercenary/Novagen** — classic space strategy/action
- **Solo Flight II/Microprose** — it talks back!
- **L.A. Swat/Mastertronic** — budget blaster.
- **Spitfire 40/Mirrorsoft** —battles in the air.
- **Gauntlet/U.S. Gold** — it's that game again.
- **Crystal Castles/U.S. Gold** — released at last.
- **Fight Night/U.S. Gold** — boxing clever.
- **Silent Service/Microprose** — unusual submarine sim.

ATARI ST

- **Star Glider/Rainbird** — best yet on ST.
- **Mercenary/Novagen** — instant classic.
- **Gauntlet/U.S. Gold** — it has to be here!
- **International Karate/System 3** — stunning graphics.
- **Leaderboard/U.S. Gold** — golf classic.
- **DeLuxe Paint/Ariolasoft** — essential utility.
- **Cinemaware/Mirrorsoft** — shape of things to come.
- **Chess Psion** — grand master.
- **The Pawn/Rainbird** — classy adventure.
- **Leather Goddesses/Activision** — dodgy adventure!

MSX

- **Nemesis/Konami** — coin-op classic.
- **Night Rally/Ocean** — addictive driving game.
- **Trailblazer/Gremlin** — different ball game!
- **Gauntlet/U.S. Gold** — it had to be.



NEXT MONTH

What do you want first. The good news or the bad news? The good news of course. Well, next month's C+VG is going to have 85 pulse pounding editorial pages packed with truly awesome things. Things like **Pete Cooke's** amazing **Academy Players Guide**. From the pen of the man who actually wrote the hit C+VG Game of the Month comes an epic outpouring of hints and tips which will help you become a top Skimmer pilot. **Play By Mail** is experiencing an explosion of interest — and as C+VG always likes to be ahead of the trends we've signed up the mysterious Wayne, chairman of the British Play By Mail Association, to bring you regular reports on the PBM scene. We'll also be bringing you an update on C+VG's own PBM, **Domination** and giving you another chance to grab some FREE turns. More role-playing, but this time it's of the live variety in the shape of **Labyrinth** — the real-life adventure game which takes place in the depths of a secret warren of caves. Chris "Lunchbreaks" Bourne got out of the pub especially early to go down a dark hole inhabited by nameless demons to bring you this exclusive report. We also take a look at digitising on the both sides of the Atlantic. Also from America comes our seasonal pantomime — with a different. It stars all the weird and wonderful people who make up Infocom, the top US adventure writing team. All that PLUS part two of our Atari ST special, pages of readers maps for top selling games, the first New Wave Software page, a C16 software round-up AND the absolutely amazing Mastertronic MAD competition. YOU could win everything Mastertronic have ever released for your computer — PLUS a Magnum joystick! Sounds pretty neat to us! But now for the bad news — February's C+VG will cost you two pence more. The big bad boys at IDEAS have told us they want more money for the upkeep of the Bug Hunters — so C+VG has got to cost a quid from Frebruary onwards. Would you argue with a ginormous, heavily armed accountant robot?

ONDERLAND

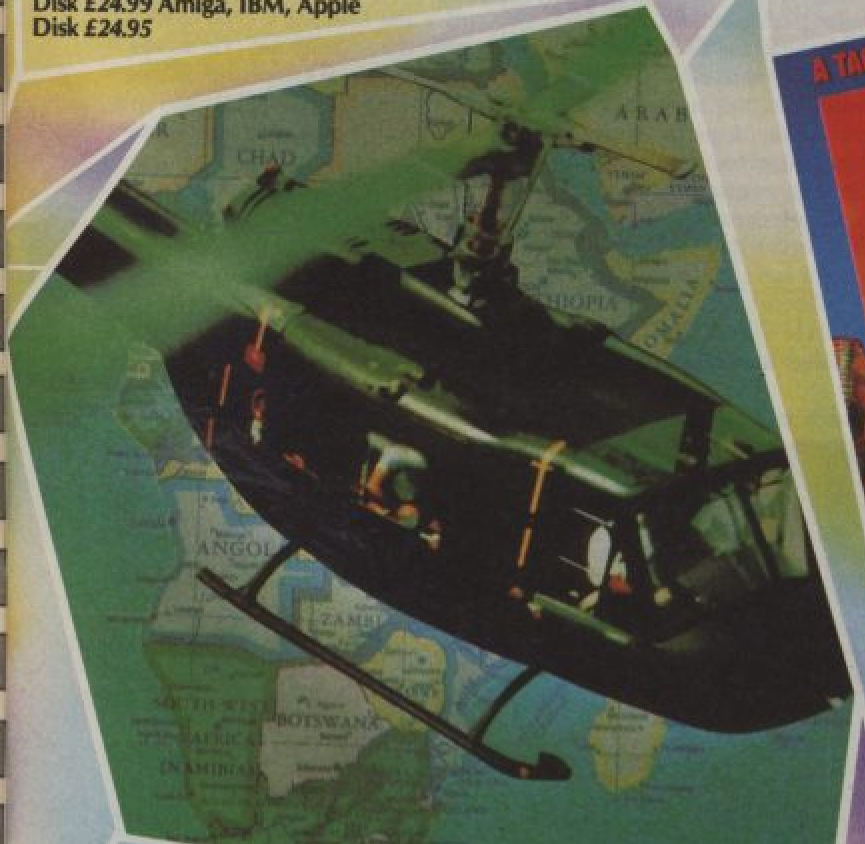


WORLD GAMES
Go and get it – it does for the Commodore what trident does for demolition. Not only have Epyx produced an unbeatable game–they've come up with some of the best graphics and sound I've ever seen and heard–Zzap 64 November 1986 Gold Medal.
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SPACE
WELCOME TO

It's here! The game which brought a whole new meaning to the words rock n' roll! Space Harrier is just about to take off up the charts and here we take a look at the arcade machine that started it all and the programmers who have achieved the impossible. Read on and be amazed.

Breathtaking graphics and a fabulous hydraulics system are two stunning features in *Space Harrier*, a game which has launched at the beginning of 1986 by *Sega* writes C&VG's arcade ace *Clare Edgeley*.

Space Harrier's gameplay is relatively simple. It involves a lone warrior, travelling through vast numbers of abstract landscapes knocking out the wonderfully multi-coloured baddies which hurtle towards you. All shapes and sizes. Some moving, some stationery. Many deadly if touched!

Space Harrier makes you leap around the screen like a cat on hot bricks to avoid all the nasties.

They don't just appear on ground level either. Some attack at head height, some come in formation. On every level you'll find at least one load of these wretches which will take some thought to blast and dodge your way through.

It's the graphics of Space Harrier that really caught everyones imagination.

Specially the amazing Chinese dragons. Huge undulating multicoloured monsters which wriggle wildly to the front of the screen ready for battle.

You have to score several direct hits to destroy these amazing monsters and you can't move onto the next level until you've got rid of them.

There's only one on each level so take heart.

That's basically Space Harrier — screen after screen of fantastically drawn objects which get progressively harder and harder to eliminate.

The sense of 3D is uncanny and though the speed of the game adds to this impression, mention must be made of the excellent perspective and the ground which has a grid format disappearing into the distance. For graphical effects, this game is one of the best I've seen.

Aside from the graphics, the hydraulics make the game one of the most exciting ever to hit the arcades.

The cockpit version includes a hydraulics system which throws you around as you move the joystick.

The whole cabinet swings up and down and from side to side, and as it's very high off the ground, once you've fastened the seatbelt, you really do feel as if you're in another world.

Space Harrier should convert well to a home computer. It's a pity about the hydraulics. Still, they'd look pretty outrageous attached to a Spectrum!

For a programmer who has just forced the Spectrum to perform minor miracles 20-year-old *Keith Burkhill* is remarkably modest. As the entire C+VG office marvelled at the speed and slickness of his conversion of *Space Harrier* he just shrugged his shoulders and commented: "Every program has it's challenges."

Keith is a veteran coder — even though his name is relatively unknown by the people who play his games. "After *Ghosts n' Goblins* I did get one fan letter!" he says.

He began programming at 17, hiding away in the bedroom of his home in the wilds of North Wales.

His first appearance in the scene was a program listing printed in *Your Computer*. After that he wrote *Missile Defence* for Anirog, *Pogo* and *Guilligan's Gold* for Ocean.

Then it was on to Elite where he worked on all the Spectrum versions of that batch of recent smash hits — *Commando, Ghosts n' Goblins* and now *Space Harrier*.

He got a glimpse of *Harrier* in an arcade in Rhyl. "I didn't think I'd be able to do it at first. But I went home and worked a few things out and it all eventually came together. I was working for months on the scrolling. It took ages to get that together."

The super-fast scrolling and the relatively flicker free screen are the things that will strike you most when you first start playing.

There are 15 levels in the Spectrum version — one less than the arcade original described by C+VG's arcade ace Clare Edgeley elsewhere on this page.

All the most famous alien attackers are in the game — including the amazing two headed dragons.

And if you think the opening stages are fast wait till later. "The final stages are two and a half times faster than the first level," says Keith. You better believe it!

Spectrum *Space Harrier* demands all the same quick responses as the coin-op. The only thing missing is the hydraulic action — but as one industry wit pointed out you could always put a few drawing pins on your seat while you play to reproduce the action of the arcade machine!

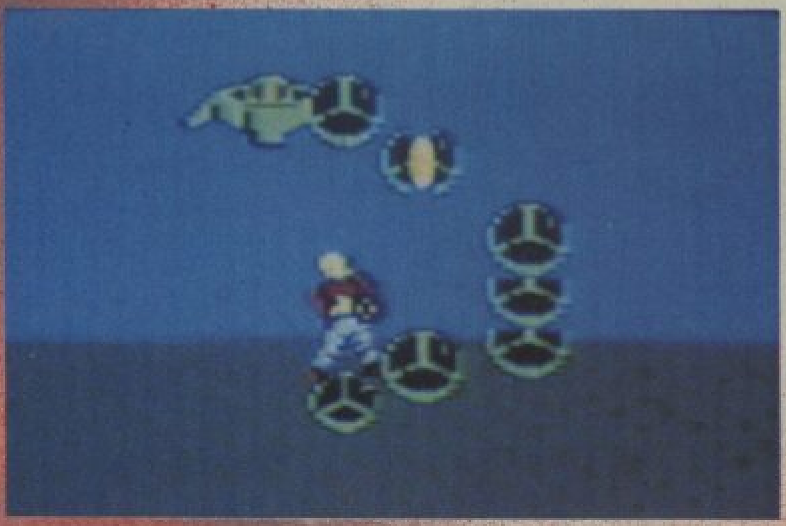
How does Keith plan to follow up his success with *Space Harrier*? "I'm not sure really. I'd like to do a sequel with different monsters. But that's up to Elite really."

But now the four months of hard labour are over Keith intends to spend more time on his other passion — sound recording. He'd really like to have a go at learning how to use a mixing desk in a studio. Any offers?

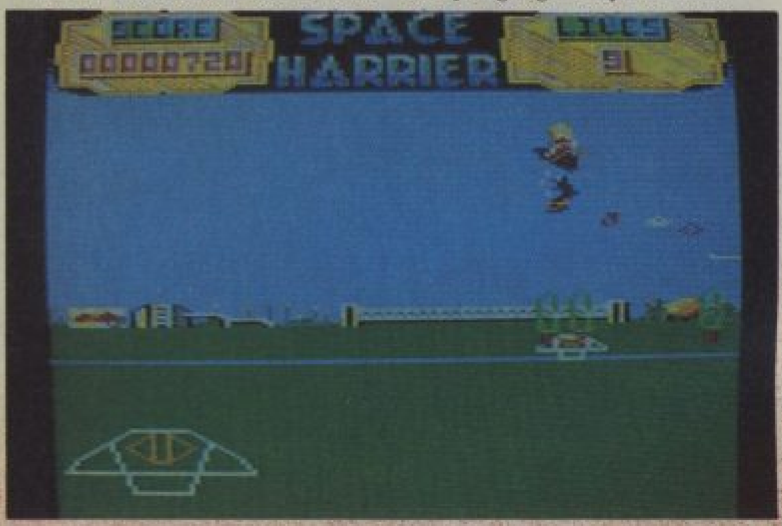
Before he left the C+VG penthouse Keith offered these words of advice to would-be games coders. "Copy anything you like and put together a package that you think will impress a software house. It could be anything. A game or just a routine.



Arcade intro screen



Space Harrier/64



Space Harrier/Amstrad

HARRIER
THE FANTASY ZONE

Learn from other programmers. I learnt a lot working in-house at Elite."

Keith impressed the bosses at Elite — and we think his *Space Harrier* is going to impress you.

► MACHINES: SPECTRUM, AMSTRAD, C64/128
► SUPPLIER: ELITE
► PRICE: £7.95 (Spectrum), £8.95 (Amstrad) £9.95/£14.95 (C64/128)
► VERSIONS TESTED: SPECTRUM/ AMSTRAD
► REVIEWER: TIM

There's only one way to play *Space Harrier*. That's with the lights turned down low and some really LOUD music blasting your eardrums to pulp. That way you can experience the weirdness of this game to the full.

It's fast, it's slick and it's the most fun you'll have with your Spectrum this year.

Keith Burkhill has done an astounding job on the Spectrum version — and the Amstrad and C64 versions are equally as awesome.

Space Harrier took the arcades by storm thanks to spectacular graphics and the incredible hydraulic action on the coin-op specials.

OK, so the computers around at the moment can't capture the graphic quality of the original or sit you on a moving seat to reproduce the movements of a jet-pack trooper.

But they can capture the spirit and all the fast action of this abstract shoot-'em-up.

The basic idea of the computer game and the coin-op is to fly your jet-powered trooper through fast scrolling landscapes packed with creatures which could well have jumped out of a Salvidor Dali painting.

You have to zap the creatures to survive. There are rock heads, space ships, swirling elephant like things and of course the huge double headed dragons.

You get a dragon at the end of each level which must be destroyed if you are to progress to the next level. And you get a real kick out of blasting the thing — especially as it's probably knocked YOU down a few times already. You'll need several well aimed shots on target to get rid of these beasties.

The fast scrolling is smooth, and the impression of moving across the chequered landscape is near perfect. Keith has managed to get the tilting feeling as you move your trooper across the screen just about right.

Despite the speed of the game the graphics are almost flicker free.

Because of the graphic limitations of the Spectrum it's sometimes hard to tell just what is coming at you. But the 64 and Amstrad versions will have solid graphics.

You score by staying alive. The numbers roll around at the bottom of the screen. And there's a nice scrolling hi-score chart which appears at the end of each session.

You get eight lives to begin with — and an extra one at the end of each zone. Especially when you first load up the game.

Animation of the space trooper is nice. He runs and zaps around the alien skies smoothly.

The only thing really lacking from Spectrum Harrier is sound. That's why you need that loud driving rock music to keep things truckin' right along.

Some other magazine, which should remain nameless but we'll call *Sinclair Us'r*, reckoned that it was easy to get through the first few levels. That's 'cos they were playing a preview version The real thing 'aint easy at all.

Here at C+VG we can't wait to get our hands on a finished C64 version from Elite's Chris Butler.

Space Harrier is a sure fire smash. It's a must for arcade addicts.

	Spec	Ams
● Graphics	8	9
● Sound	7	7
● Value	9	9
● Playability	10	10



▲ Keith Burkhill

BURKHILL'S GUIDE TO ALIEN BASHING!
Here's a vew tips on playing *Space Harrier* from the man who put it together. They may help you survive the perils of the fantasy zone if you're lucky . . .

● Keep Spacey circling and firing all the time in a clockwise manouvre.
● Trees can be destroyed — but not pillars.
● Tri-ads can only be shot when they are open. Then they'll be shooting at you too . . .
● You have to destroy both halves of the two headed monsters. Kill one half and the other becomes more deadly.
● Learn the movements of the monsters.
● Adapt yourself to the changing speeds of the different levels.



The real thing!



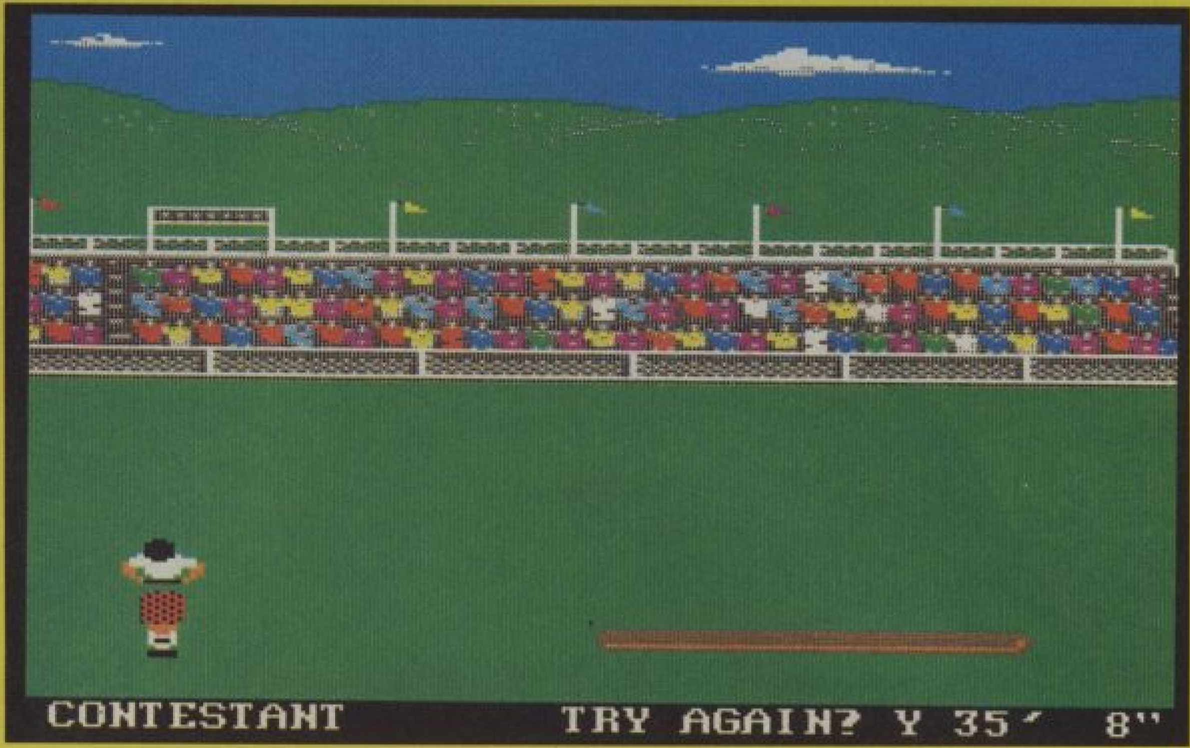
More Amstrad Harrier!



Space Harrier/Spectrum



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Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the fainthearted. Roll left, roll right avoiding the endless chasms of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.
Trailblazer
Available November



▲ *Hitch up your kilt and grab hold of Epyx's World Games.*

World GAMES

GAME OF THE MONTH C+VG

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the rest.

C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

TIM METCALFE: C+VG's veteran editor enjoys shoot 'em ups, arcade adventures and basket weaving.
PAUL "Man at C&A" BOUGHTON: Slick sports simulations are Paul's thing because he can wear his smooth tracksuits at the same time.
LESLY WALKER: Sorcery was still is Lesly's favourite. Will anything every match up to it?
LEE BRAITHWAITE: Star of Radio Lancashire and ace reviewer, Lee will tackle any type of game. What a man!
CHRIS "Dodgy" CAIN: The man who owns an Amiga — but still plays C64 games for fun!
HAKAN AKBUS: C+VG's Atari addict knows a dodgy game when he sees one . . .
NICKY TREVITT: The enigmatic Nicky is our reclusive BBC expert.
TONY TAKOUSHI: The mouth makes guest appearances now and then . . .

- **MACHINE: C64**
- **SUPPLIER: US GOLD/EPYX**
- **PRICE: £9.99 (tape) £14.99 (disc)**
- **REVIEWER: TIM**

Forget *Around the World in Eighty Days* — try Around the World in Eight Sports! The masters of the sports simulation, Epyx, do it again with this classic collection of fun national pastimes from Russia, Germany, Mexico, France, Canada, USA, Japan and Scotland.

You may have been wondering just what sports Epyx could drum up to fill this latest computerised compendium. Well in this little package you get weightlifting, barrel jumping, cliff diving, slalom ski-ing, log rolling, bull riding, caber tossing and sumo wrestling.

Before each event you see an intro screen which tells you about the history of the sport you are about to compete in plus little graphics showing scenic bits of the country the sport comes from and a little BBC rotating globe with the country flashing on it just to show you where in the world you are! A really nice touch this

On the disc version you can skip the "travelogue" if you wish, but on tape you have to load it in as you go.

First up in our world tour is Russia where we take part in a spot of weightlifting. Two different events here the "snatch" and the "clean and jerk". Each style of lifting requires nifty joystick manipulation to get it right. You can select a weight to lift — add weights on and they can be seen piling up accompanied by some satisfying metallic sound effects.

If you lift the weight successfully the three judges — represented by red/white traffic light affairs at the bottom of the screen — give you the okay. Timing is crucial as you add on the weights — miss the right time to complete the lift and your lifter will end up with a bruised big toe.

The lifting over with, it's off to wintery Germany where we can indulge in a spot of barrel jumping. You select the number of barrels you want your skater to jump. It all takes place on a frozen lake folks!

Remember your *Decathlon* skills and move the joystick carefully left and right to build up a proper skating rhythm. The faster you go the better.

Hit the fire button to jump and watch as your skater leaps the line of barrels — or falls flat on his face as the case may be. Fun for all the family here.

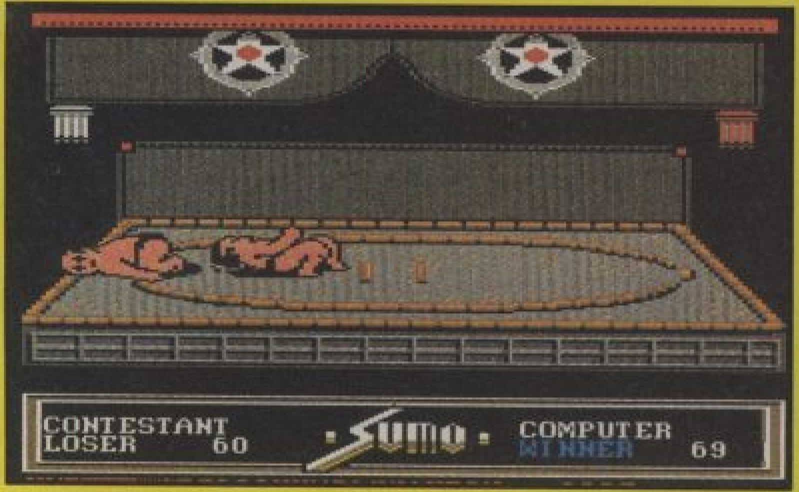
After that chilly climate it's nice to arrive in Mexico where the sun is shining. Now for the bad news. We want you to throw yourself off this 118 foot cliff into the sea. You've never heard of the famous cliff divers of La Quebrada, Acapulco? Where have you been?!

These lunatics dive into the sea off a jagged cliff into raging surf. Here's your chance to have a go without risking your neck.

More joystick skills are required here to score maximum points for style and

▼ *The ski-ing event will demand all your expertise to keep the skiers on the piste.*





distance jumped. Watch out for the rocks under the surface, the ever changing winds and seagulls.

After all that it's a joy to get back to the simple pleasures of slalom ski-ing in France. Here all you have to do is hurl your battered body down a steep snow covered slope, weaving dangerously through "gates" marked by flags.

This is a timed event and any penalties your skier suffers add precious seconds to his overall time. And you'll be disqualified altogether if you fall. But you'd never do that, would you?

Get those skis off quickly now! You certainly won't need them where you are going next. Yes, we're off to the land of the lumberjack — Canada — for a lesson in log rolling. This is something out of *It's a Knock Out*. Two grown men stand on top of a floating log and attempt to get it rolling in such a way to make the other chap fall off. Not easy — especially when you're up against the computer.

Balance and rhythm are important here — if you can stop giggling at the tune which plays along with this event. Yes it's Monty Python's "*I'm a Lumberjack*" tune.

Watch especially for the falling off routine. The victim plunges into the water with a satisfying splash and then resurfaces, furry hat over his face, and shakes his head. But I never knew you got sharks in Canadian lakes!

Onward to the good old USA and the rodeo ring. Elmer the bad tempered bull is waiting for you to take him for a ride.

Select a bull to ride — there are five of the beasts each with varying temperaments. Then climb on and hope to stay there as the bull bucks and runs around the rodeo ring attempting to throw you off. Which 99 times of 100 he will.

Practice is the only way to succeed here, as you'll have to learn to anticipate the bull's moves and respond quickly otherwise you'll end up in the dust with the bull doing a Muttley style laugh above your prone body.

Had enough? No? Then come with us to Bonnie Scotland where the locals love nothing better than throwing old telegraph poles about. Tossing the caber is the most spectacular event in any Highland Games and here the sport is reproduced in all its glory — including a bagpipe soundtrack which brought tears to the eyes of Craig the C+VG designer.

Once more, timing and skillful manipulation of the jockstick — sorry joystick — are key to throwing the caber successfully. Drop it and the caber could pound your little Scotsman into the ground *Tom and Jerry* fashion! Do it right and he does a Highland fling while the crowd goes wild.

The biggest bits of wood you'll see in the land of our next sport are chopsticks. The sporting trip around the world ends in Japan with a battle of the giants. Two huge Sumo wrestles grapple for supremacy in this ancient oriental sport.

The idea is to score points by defeating your opponent in the most elegant and stylish way. The joystick controls are pretty complex and require a bit of getting used to. But this could just be the best game of the collection in my humble opinion. Real skill is necessary to put a good combination of moves and holds together.

All the events have great graphics and superb sound. Some are more playable than others. The only really duff events in my view are the diving — too simplistic — the bull riding — to hard to get to grips with.

All the events have their own humorous graphic frills. The neat falling off sequence in the log rolling event, the caber falling on the, er, thrower in the Scottish event, the laughing bull in the rodeo sequence and the red faced weightlifter.

The game comes with some excellent instructions which include hints and tips on play and the tape version loads pretty painlessly — although if you don't want to play a game at the start of the tape some work with a pencil, paper and the tape counter is necessary.

World Games is well worth a place in anyone's Christmas stocking. Great value for money, extremely playable.

► GRAPHICS	9
► SOUND	9
► VALUE	9
► PLAYABILITY	9

▷ MACHINE: AMSTRAD/SPECTRUM/C64/BBC, ELECTRON
▷ SUPPLIER: ELITE
▷ PRICE: £8.95
▷ VERSION REVIEWED: AMSTRAD
▷ REVIEWER: TIM

If you own an Amstrad and don't immediately rush out and grab a copy of *Ikari Warriors* then you might as well go and bury your machine in the back garden, forget about computers and playing games and go back to basket-weaving.

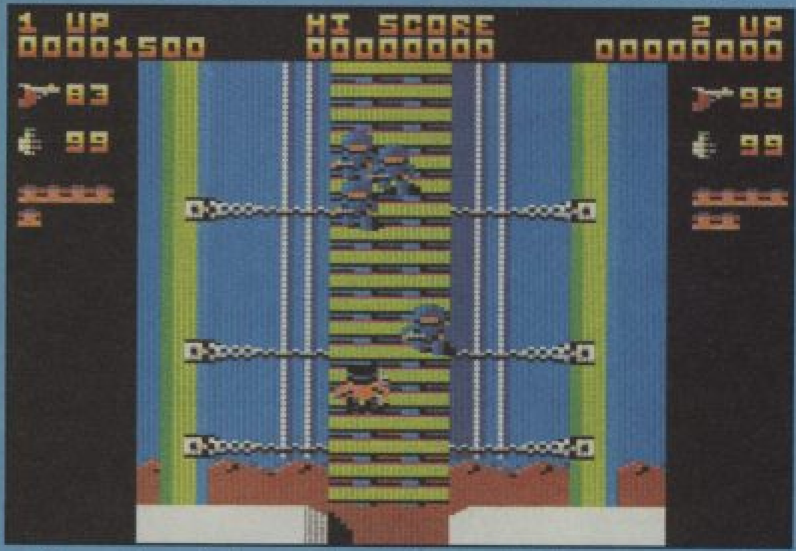
The Amstrad version of this coin-op conversion is a gem.

IKARI WARRIORS

You won't see better this side of Christmas — and probably for quite a while afterwards.

The Amstrad graphics are as close as dammit to the arcade machine and the playability goes off the C+VG scale. If Elite thought they had a hit with *Commando* then the've got another thing coming . . .

If you haven't seen the arcade version then you're in for a nice surprise. *Ikari* takes the



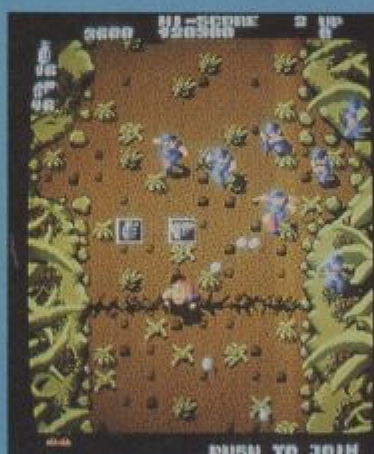
▲ *You won't see a better game than Ikari Warriors this Christmas.*

Commando/Rambo theme and puts it into overdrive. And you can play the same game with a friend.

It's a horizontally scrolling shoot-'em-up like *Commando*. But here you can ambush enemy tanks, climb aboard, and do even more damage than you did when you were on foot armed with a machine gun and grenades.

The jungle country you blast your way through is infested with enemy troops who all want to stop you reaching the general they've captured and you want to set free.

You dash through forests, across bridges, through rivers, and even into enemy fortresses in search of the general's prison.



Blow up pillboxes or shoot enemy commanders — they are the green ones — and you'll find supplies of grenades, fuel for captured tanks, ammo and even little "smart-bombs" which wipe out all attackers in your immediate vicinity when you run over it.

The graphics are simply brilliant, the game play awesomely addictive. There's a nifty high-score chart, but you have to be good to get on it.

Ikari Warriors is a classy arcade conversion — the best Amstrad game we've seen for ages. Maybe even the best of the year.

Get *Ikari Warriors* and take no prisoners!

▷ GRAPHICS	10
▷ SOUND	7
▷ VALUE	10
▷ PLAYABILITY	10

C+VG HIT!



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Two worlds – the mirror image of each other, touch in space through a Time-Warp.

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Their interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.

Restore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

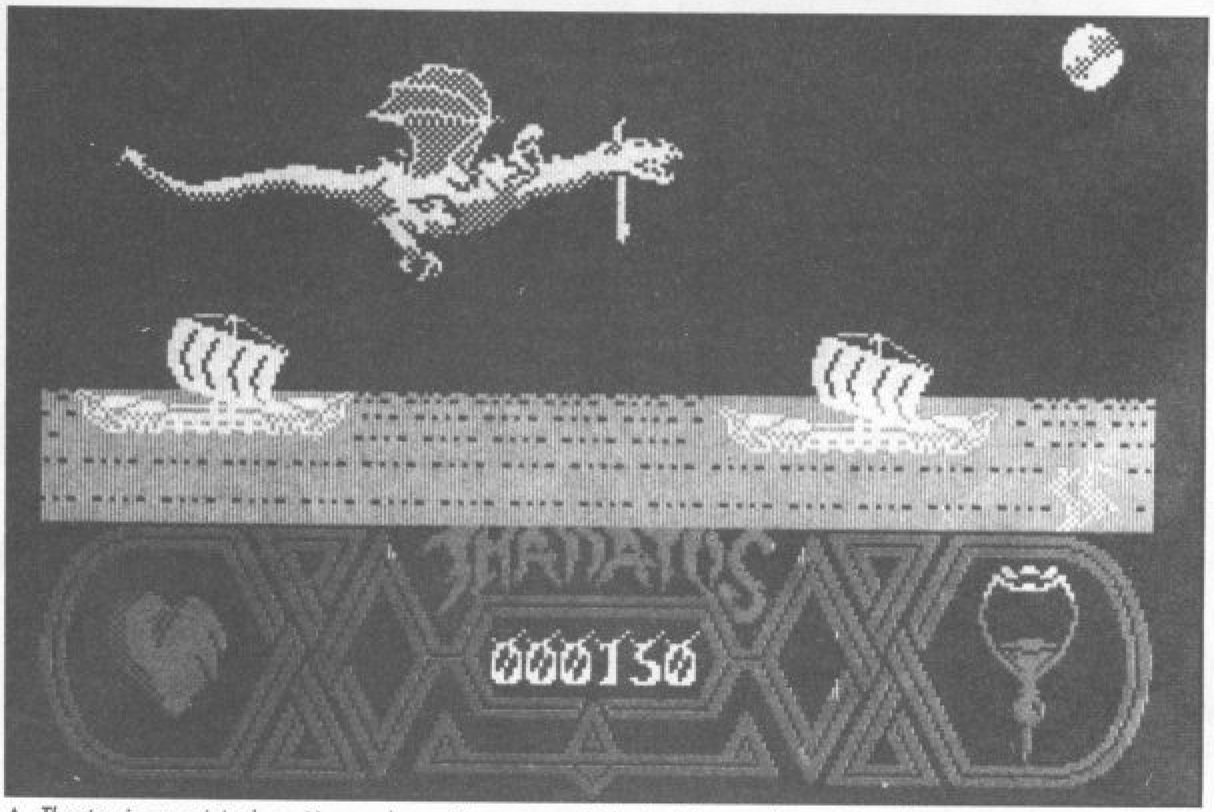
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3



▲ *Thantos is an original, exciting and surprising game which should appeal to arcade adventure players.*

THANATOS

- ▶ MACHINE: SECTRUM
- ▶ SUPPLIER: DURELL
- ▶ PRICE: £9.95
- ▶ REVIEWER: TIM

Always expect the unexpected from Durell. They beaver away quietly down in Somerset and always come up with original games — at least one a year anyway. This time it's *Thanatos*, a magical mystery tour through a land full of dragons, demons and a beautiful sorceress to be rescued.

It's an arcade adventure with a difference. The difference is the scrolling "wide-screen" landscape you fly our hero, Thantos the Dragon, through on his quest for truth and justice. And all because the sorceress wanted a magic cauldron.

I guess someone down at Durell has been reading Anne McCaffrey's dragon books because the idea owes a lot to these fantasy classics. You're in control of Thanatos, a great-big-green dragon.

The first part of the game involves flying Thanatos across hostile lands and seas and through dark caverns, all the time fighting off the attentions of arrow-firing, spear throwing locals. He ends up at a castle where the sorceress is waiting to be rescued. Then you carry the sorceress through yet more dangerous lands and seas in order to complete your task and find the magic cauldron.

Fortunately, like all dragons, Thanatos can breathe fire. This means he can roast anything that attacks him from the air or the ground.

His supply of fire is limited however — the level is indicated at the bottom of the screen. He can obtain more solid fuel for his fire by eating witches — more of that later.

He also gets tired. Watch out for the heart on the right hand side of the screen. When it starts flashing Thanatos needs a rest. All you have to do, generally, is land and he'll be OK after a few seconds.

But you could be in trouble if he's surrounded by ant like human attackers or horrible flying bees or stuff like that.

The best way to kick off the game is to get to the first castle — important things are found in castles — as quick as possible. Don't worry about notching up a big score at this stage. Fly over attackers and only use your fire when in trouble. You'll need most of it to burn down the door of the castle. Once inside the castle watch out for a little figure waving at you in among the other figures firing things at you. Don't roast her, for this is the sorceress.

Land and she'll run and climb up onto your broad and scaly back. Fly away into the wild blue yonder to escape the castle guards. And now the game really starts!

Life gets more and more difficult for the sorceress and Thanatos as they progress through this fascinating fantasy world. The seas are populated with long-necked monsters who reach up to snatch the sorceress from the dragon's back, the caverns are populated by nasty giant spiders with poisonous bites and the cities and castles are full of horrible people who think dragon hunting is in season all year round.

If Thanatos runs out of puff he can turn around and fly back to the nearest city where a witch is usually being burnt at the stake. It's the sort of thing they liked to watch in medieval time — well, they didn't watch *Eastenders*! Thanatos can eat the witch and gain more fire-power.

But watch out for the knight on a horse who tries to do a St George on you with his pointy lance. Could Thanatos have been set up here?

Each new part of the game provides a new challenge. More than enough to keep you coming back!

The graphics are interesting. Thanatos the dragon is a big, nicely animated character who performs neat turns and landings on request. Very obliging for a dragon is old Thanatos.

Scrolling is pretty smooth and colour clash problems are kept to a minimum thanks to an intelligent choice of background colour — black!

Thanatos is a novel mixture of adventure and arcade action. You could play it just to get a high score. But the best thing is to fly over the mysterious lands, discovering more each time you play. An interesting and playable game. Check it out.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	8

STRYKER'S RUN

- ▶ MACHINE: BBC
- ▶ SUPPLIER: SUPERIOR
- ▶ PRICE: £9.95 (tape) £11.95 (disk)
- ▶ REVIEWER: NICKY

Oh brill, a new game from Superior! Looks good, usual classy packaging, usual competition to put all us Beeb owners on our mettle.

And yet . . .

This is Superior's attempt at a good old-fashioned war game, one with soldiers, rifles, grenades, helicopters and land mines. Being Superior, it's all done in very good taste, unlike some games I could mention. No true-to-life baddies. The good guys might be called Allies, but the enemies are Volgans, not Germans or Russians.

You are Commander John Stryker, and your mission is to take top secret information — the complete plans of the Volgans' next offensive, no less! — back to Allied HQ. Needless to say, the Volgans will be doing their best to stop you.

It looks good. The graphics are way above average, as you would expect from Superior, with a colourful scrolling background and some nice detail, although I have seen smoother animation.

In the course of his run — well, more of a toddle, really — Stryker passes cities, ruined buildings, trees, gravestones, despatch-posts and more.

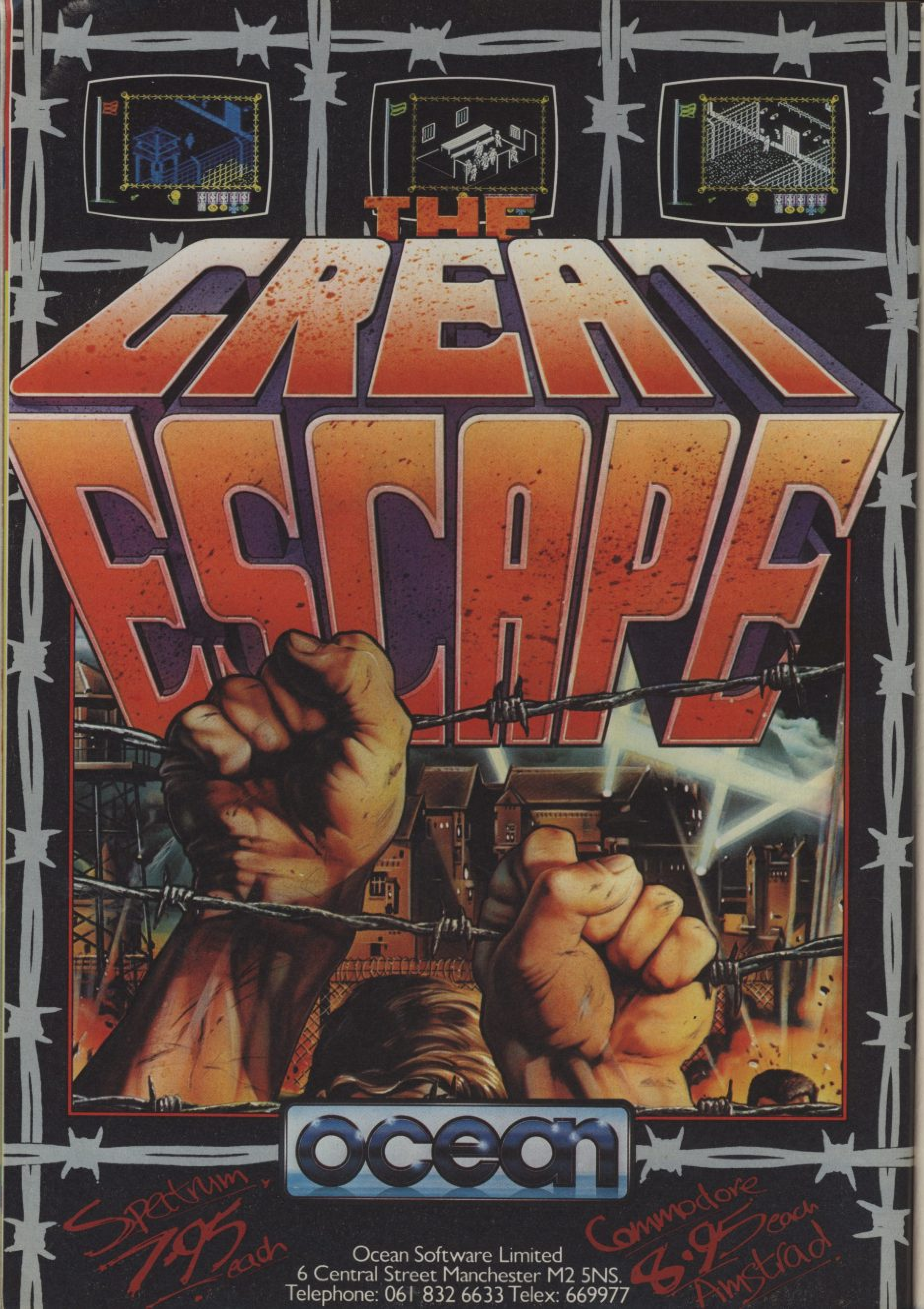
If you have a Master, you can take advantage of a special enhanced version with an even more varied scenario.

There is plenty of action. You shoot it out with the Volgans, who have an extensive armoury at their disposal.

You can requisition an aircraft and shoot up the enemy in the sky, or drop bombs on them. Back on the ground, you can jump, duck, chuck grenades and fire your laser pistol.

And yet I was disappointed. The game moves at a leisurely pace, and with all its polish it failed to grip. Take the polish away, and there's not really very much there.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	6


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C+VG REVIEWS 4

STAR GLIDER

- MACHINES: SPECTRUM/ATARI
- SUPPLIER: RAINBIRD
- PRICE: £14.95 SPECTRUM/ £24.95 ATARI ST
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

If you've managed to get a look at the Atari ST version of *Starglider*, it will cause you to rediscover the gasp. Just when you thought nothing could surprise you, you end up surprised.

Then when you discover that Rainbird intends to convert the game to the Spectrum, you begin to question their sanity. It can't be done and if it is, it'll look awful. Well, Rainbird has and it doesn't.

What you get is an excellent 3D arcade simulation combined with strategy.

The game is based, and programmed, around a 64-page booklet written by James Follett, author of the film **Who Dares Wins**. It deals with the Egrons' invasion of Novenia, a peace-loving planet. You are in command of Novenia's last Airborne Ground Attack Vehicle, equipped with lasers and a limited number of missiles. Fuel won't last forever, either.

It's really quite essential to read the booklet, which contains information vital to the mission.

Around two thirds of the screen is taken up with the view from your craft. At the top of the screen is the heading display. It's always handy to make a note of various positions of various depots and re-fuelling areas.

When you launch into the game it's very easy to go rocketing off, zapping at anything you come across. But ultimately that won't get you very far. It's far better to get to know your enemy first. And to do that you'll have to find and enter the missile depot. Once inside you can reload with missiles and interrogate a computer which gives you the lowdown on all the things you can expect to meet.

Luckily, there's a depot in sight when you start the game. It looks like a wedge of cheese. Move up to the silo until it fills the screen. Kill your speed and try to keep your craft stable. The depot will automatically rotate and you'll soon see doors opening up. You can centre your craft successfully and then hit the speed at the right moment you zoom straight in.

At your leisure you can then size up the opposition — including huge tank-like walkers, stompers and, most spectacularly, the Starglider — a huge craft with flapping wings.

The second most important thing to master is re-fuelling. This I found the most difficult. You have to fly down a pipeline, keeping as low to the ground as possible, and keeping an eye on your fuel gauge to see if it's increasing.

The B side of the cassette contains a 128K version of the game containing extra missions, music and digitised speech providing warning messages and advice from the AGAV's computer. The voice is that of C+VG's belle of the arcades, Clare Edgeley.

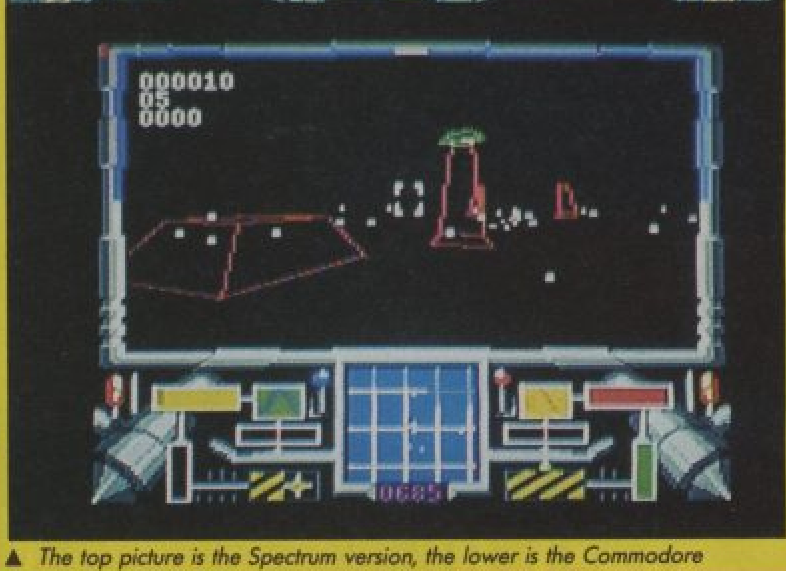
Whether you've got a 48K or 128K Spectrum, you'll find *Starglider* engrossing and addictive to play. Check out the 3D vector graphics and I think you'll be impressed.

And don't worry all you Commodore and Amstrad owners, conversions are on the way for your machines.

GRAPHICS	10
SOUND	8
VALUE	9
PLAYABILITY	9

C+VG HIT!





▲ *The top picture is the Spectrum version, the lower is the Commodore*

ROGUE TROOPER

- MACHINE: SPECTRUM
- SUPPLIER: PIRANHA
- PRICE: £9.95
- REVIEWER: TIM

Welcome to Nu Earth, the war torn planet on the edge of the galaxy turned into a battle field by the Norts and Southers. Here they play out their never ending conflict.

This poisoned, cratered, devastated landscape is home to the Rogue Trooper, sole survivor of the Quartz Massacre. He saw an entire regiment of Genetic Infantry destroyed — betrayed by a top ranking officer in the Souther's army.

Rogue's only mission in life is to find evidence which will lead to the trial of the man who sent his GI buddies to their doom in the Quartz Zone.

Each GI has his personality stored on a bio-chip — and Rogue managed to rescue three of his buddies in chip form during the massacre. Bagman, Helm and Gunnar now accompany Rogue on his quest for justice, their synth-voices ringing out across the ruined planet as they help — and hinder — the Rogue Trooper's mission.

Nu Earth is where you'll find yourself once you've loaded in Piranha's latest offering — based, of course, on the cult character from the comic 2000AD.

Your mission is simple. You have to hunt for eight vid-tapes

▼ *The top right hand portion of the screen allows your bio-chip friend to talk to you.*



JUDGE DREDD



▲ *Excellent Loading graphics . . .*

- ▶ MACHINE: C64
- ▶ SUPPLIER: MELBOURNE HOUSE
- ▶ PRICE: £9.95
- ▶ REVIEWER: TIM

Hey punks, listen up. 'Cos here comes the judge! It's the mean and mysterious crimebuster from Mega City, *Judge Dredd* himself. He's come to sort out the wallies from the street warriors in this, his first starring role in a computer game.

Will JD make other games quake in their cassette boxes? Or will Melbourne House be judged and found guilty of turning our cult comic hero into a wimp?

Well, I reckon the Wizards from Oz might just get away with a suspended sentence. Dredd is prime material for a great game. This long awaited first offering featuring the main man of 2000AD comic isn't great. But it isn't bad either.

It's one of those in-between games that reviewers try hard to like because there's nothing really wrong with it.

JD kicks off well with a brilliant loading screen depicting the Judge himself complete with smoking Lawgiver.

Then you see the "crime display" screen which is a map of Mega City with little windows popping up all over it depicting various crimes taking place — crimes like kidnapping, alien seed deals, stookie glanding and simple old armed robbery.

You move the icon of Dredd's powerful Lawmaster bike over one of those windows, hit the firebutton, and you find yourself on foot in the crime-ridden city streets.

And yes, it's good old ladders and ramps again, folks. Fast ladders and ramps with nice graphics — but L&R none the less.

Dredd races about the multi-level city streets attempting to wipe out crime.

He has to keep an eye on the messages coming in from Judge HQ, because if he allows the crime rate in his sector to rise above eight he'll have to throw in his badge.

It's hard to tell who are the perps and who are innocent citizens of the city that never sleeps — so JD can't go around blasting everything in sight.

Fortunately you can tell Dredd to simply shout HALT! at the criminals he comes across. That would be enough for most people but Perps never learn, do they?

The graphics are big and colourful — Dredd is animated effectively, although he does look a bit cutesy for my taste. The game moves fluidly from screen to screen and there are some nice touches.

Judge Dredd doesn't really capture to spirit of the comic character — and I reckon there's still a great Dredd game waiting to be created.

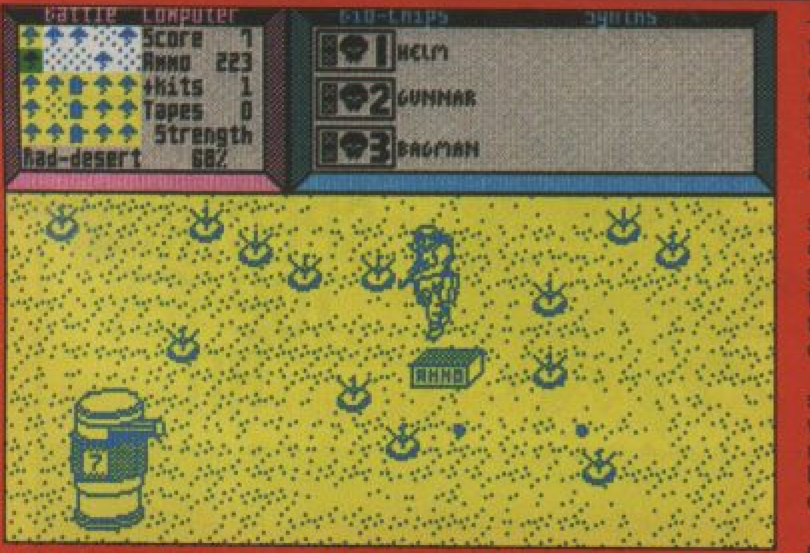
Gripes? Well, the objective of the game isn't clearly defined enough when you're playing. But if you don't worry too much about it and sit back and enjoy the colourful screens while racking up a hi-score you'll have a good time.

If you're a Dredd fan — and think you'd enjoy a touch of L&R combined with an element of shoot 'em up — then you won't be wasting your money. Better still, put JD on your Christmas wish list and wave it in front of your mum and 'ad. . .

▶ GRAPHICS	8
▶ VALUE	8
▶ SOUND	8
▶ PLAYABILITY	8



▲ *. . . lead to little more than an average platform and ladder game.*



▲ *The gritty graphic style recreates the original look of the cartoon but the game will disappoint Rogue Trooper fans.*

scattered across the surface of Nu Earth following the destruction of a Millicom satellite formerly in orbit around the planet. These tapes, in armoured cases, survived the blast and contain the evidence Rogue needs to convince his military bosses that the GIs were betrayed by a traitor.

Rogue has to explore the devastated planet — and avoid Nort troops and Southers who have no time for "deserters" like Rogue.

The main screen display is taken up with a view of the current part of Nu Earth Rogue is exploring.

The graphics are pretty good — capturing the gritty style of the comic. They are line drawings in one colour — the colour changes depending on the area of the planet Rogue is in. This obviously cuts down on any colour clash problems . . .

At the top of the screen you'll see Rogue's battle computer display which shows a small scale map of the planet — and the shuttle which is waiting to take our GI and his tapes back to civilisation.

At the top left hand side of the screen you'll see a window which contains the bio-chipped remains of Gunnar, Helm and Bagman. Messages from the chips appear here as you play.

As he tramps across the planet Rogue will come across boxes of ammo and med-kits which aid his survival in this hostile environment. Norts are always around, but if Rogue has enough firepower he can generally knock them out. If you want you can also take on the Nort pillboxes for more points.

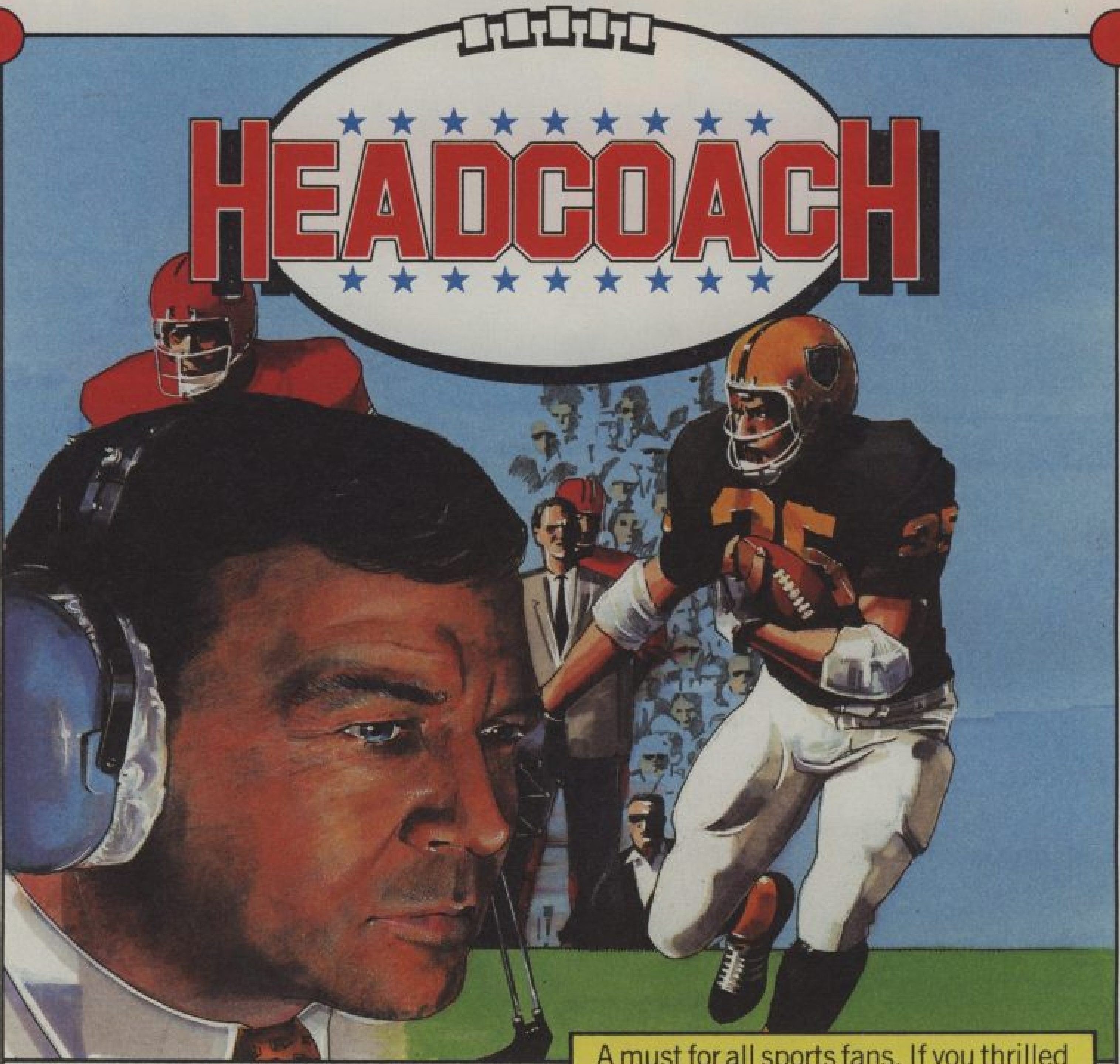
Collect eight vid-tapes and Rogue must find his way back to the shuttle using the computer map as a guide.

But what about the playability, I hear you cry! Well, to put it bluntly, *Rogue* is a bit of a disappointment. The ideas are all there — but the game is just too easy to hold your attention for very long.

I completed the mission in just one sitting — which is almost unheard of here at C+VG. Not that it's not enjoyable to play. There's plenty of action to be had, the whole thing looks good, and it's easy to get into. But once you've completed the mission the only thing left to do is go back and do the whole thing all over again and simply try for a bigger score by shooting more Norts.

As I've already said, the graphics aren't bad but sound is minimal just a few bleeps and burps. Not a great game — but not totally naff either. Design Design have, and can, do better. But if you are a fan of the comic and like games you can beat pretty easily then *Rogue* is worth looking at.

▶ GRAPHICS	8
▶ SOUND	5
▶ VALUE	8
▶ PLAYABILITY	7



A must for all sports fans. If you thrilled to Football Manager this one is unquestionably for you.

★★★★★ *Sinclair User · October '86*

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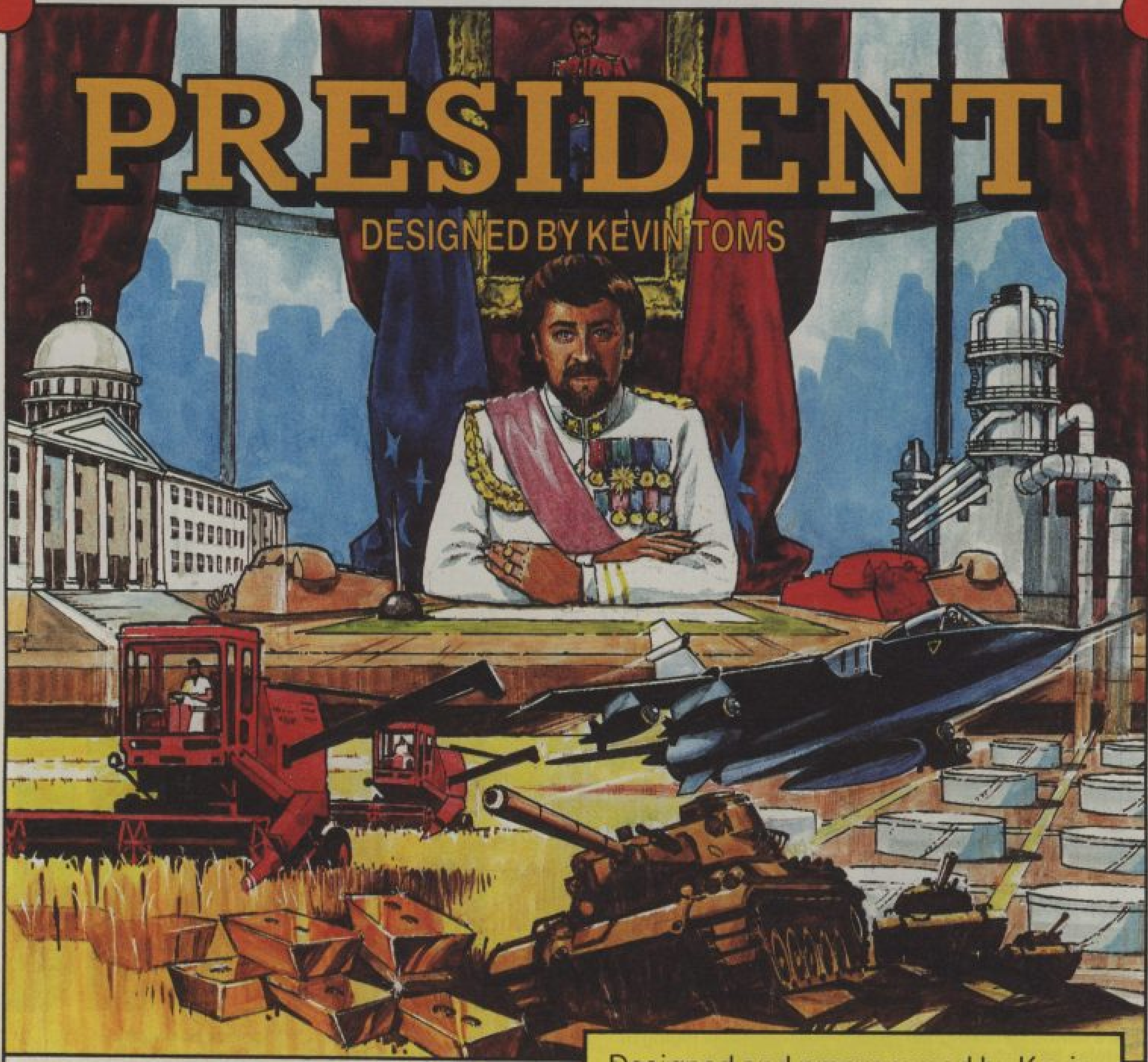
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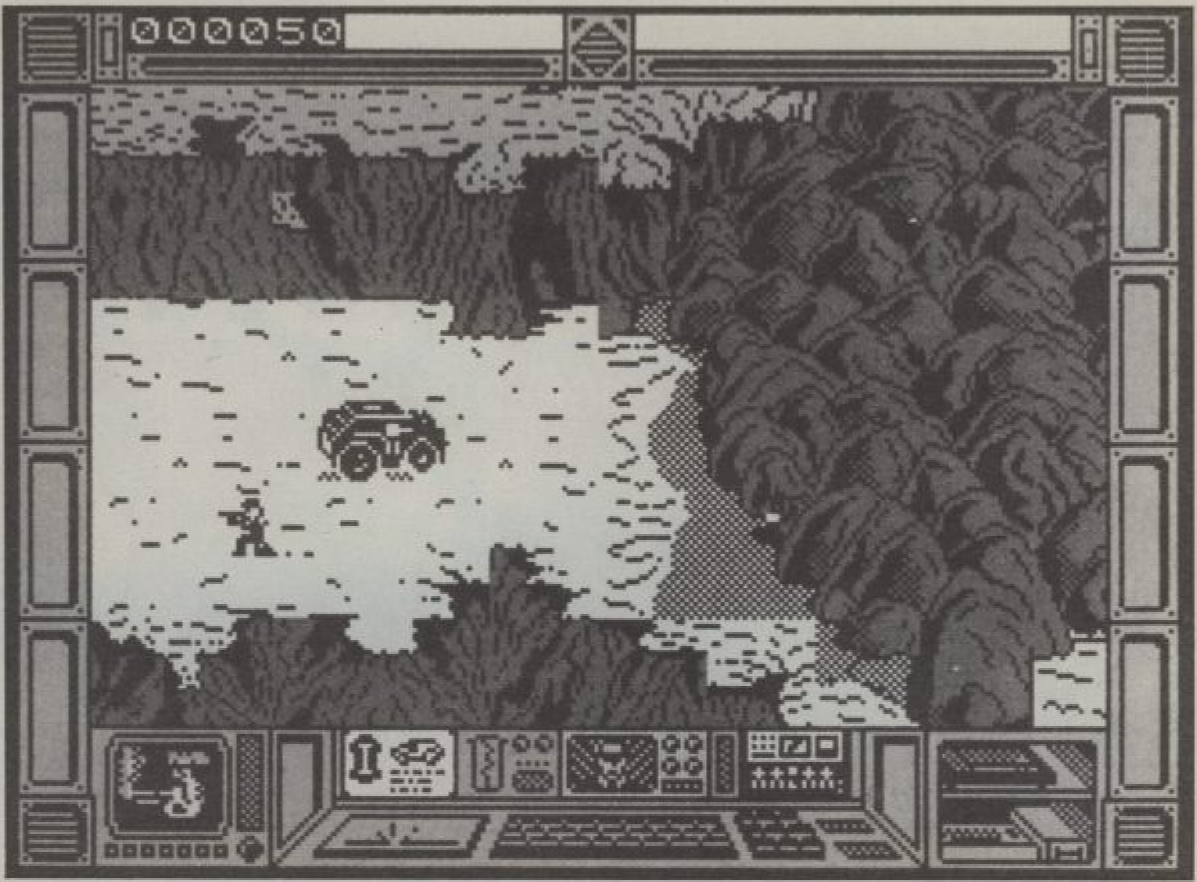
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C+VG REVIEWS

6

- MACHINE: SPECTRUM
- SUPPLIER: US GOLD
- PRICE: £8.99
- REVIEWER: TIM



▲ *Breakthru is a fun and reasonably playable game. It should have been a budget release.*

BREAKTHRU

YET another coin-op conversion hits the Spectrum. This is one from the vaults called *Breakthru* — a sort of *Moon Buggy* with extra-added violence.

You are in charge of a giant armoured vehicle on a mission to rescue a revolutionary fighter aircraft stolen by the bad guys.

You have to drive this beweaponed bus though five sectors, fighting your way through defenders and natural hazards.

Before you start the game, the screen shows you a map of the area you have to cross. First are the mountains — full of minefields and enemy soldiers. You also have to avoid rockfalls and landslides — as well as flame-thrower tanks hiding in tunnels between the mountains.

Then comes the bridge — more defenders, aided this time by missile firing vehicles. The bridge has been blown up by the defenders to prevent your progress so you'll have to use your vehicle's amazing jumping power to the full. Then comes the wide open spaces of the prairie where ultimately you'll have to find your way over a watery barrier.

The last lap is the city where the enemy forces throw everything at you — make it through the streets and you'll reach your objective — the airfield.

Here you have to leave the safety of the battle wagon and make a run for the stolen jet. Flamethrowers will singe you, bullets will whizz past your ears.

The graphics are colourful — although your battle wagon looks a bit weedy.

Breakthru is a basic shoot 'em up — no more, no less. I'd say it's a bit expensive for what you get. As a budget release it would be brilliant value. But as it stands, I think *Breakthru* gets a resouding "Hmmmmm!" on the C+VG Gameometer.

► GRAPHICS	7
► SOUND	6
► VALUE	6
► PLAYABILITY	7

SUPERSTAR PINGPONG

- MACHINE: C64/128
- SUPPLIER: U.S. GOLD
- PRICE: £9.95
- REVIEWER: CHRIS

This game is Pingpong plain and simple. You can alternate between various options, different speeds and colours — but the game is still the same.

When the game loads you are presented with an option screen, which is manipulated with the joystick, according to your own skills and preference.

The options include such things as speed, view of table, and power adjustments to various shots that can be used. For example, if you want your backhand to be more powerful than your forehand, then reduce power on the latter and add it to the backhand.

What's the game like to play? Well, once you start, the screen is displayed in either 3D or "flat" like the old Atari console. To be honest, I preferred it this way.

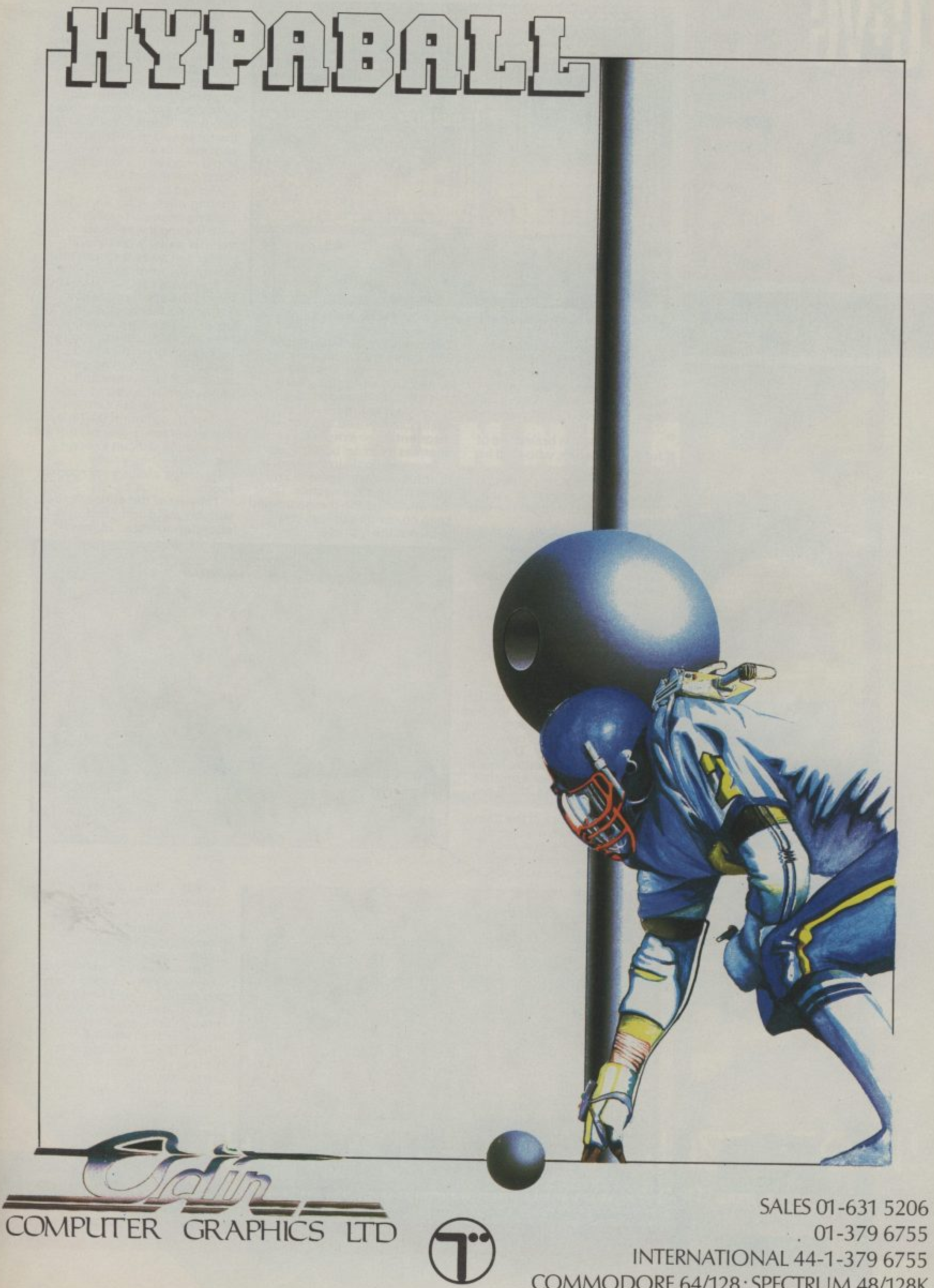
You can serve by just pressing the button and watching the ball fly over the net. If you put the speed on "hyperdrive" and then hit the ball with your most powerful shot, just watch it fly!

The rest of the game is played fairly simply, it just follows the rules of Pingpong. Except for the fact that you can ask the computer to make your paddle fly towards the ball, leaving you time to catch up on your stroke timing etc.

You can change the colour of the ball when in pause mode, but this seems pointless to me.

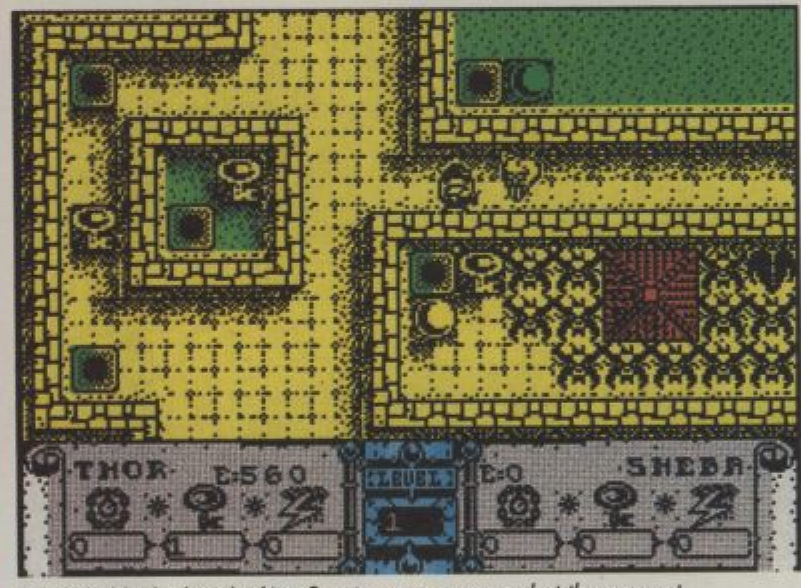
One of my friends who is hoping to take up Table Tennis professionally, and who is a computer fanatic, played this game with me on two players. He thinks that it's nothing new and is not even as good as the old Atari version. I have to say I agree with him.

► GRAPHICS	7
► SOUND	6
► VALUE	6
► PLAYABILITY	5


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DANDY

- MACHINE: SPECTRUM
- SUPPLIER: ELECTRIC DREAMS
- PRICE: £7.95
- REVIEWER: TIM



▲ *Probably the best looking Spectrum game around at the moment.*

Will *Dandy* steal the honours from *Gauntlet?* That's the question on everyone's lips. Well, it's certainly won in the release date stakes. We've only seen previews of the Spectrum *Gauntlet* so far.

Dandy was the brainchild of John H. Palevich, who sold his idea for a *Dungeon and Dragons* style multi-player adventure game to Atari who turned it into *Gauntlet*. The rest is history . . .

Electric Dreams got the rights to the original *Dandy* game and turned it over to the Ram Jam Corporation who created the computer version you see before you.

It doesn't have the eight-way scrolling of *Gauntlet* — you simply "flip" from screen to screen. But you DO get a two player option, hundreds of baddies to wipe out, treasure galore, weird spells and lots to eat! You can either play the part of Sheba, "240 lbs of screaming bloodlust", or Thor, "one Norwegian mother". The blurb doesn't tell you whether he's a one parent family or a mother of quads. I, for one, think we should be told . . .

Meanwhile back at the game you find yourself in a typical series of *Gauntlet* style dungeons. You're looking down on the carnage from above. The dungeons are baffling mazes with doors which can only be opened with keys you find dotted around — along with treasure, spells and food. Food keeps your energy level up, spells can be used to paralyse, disorientate or simply kill your enemies in smart bomb style.

Enemies come in the form of horrible spiders, demons and generaly horrible nasties. They literally infest the dungeons and keep on coming unless you wipe out the monster generators by some heavy use of the fire button.

The basic idea is to collect all the treasure in each dungeon and get out alive. Successfully complete a set of dungeons and you get a clue which will help you solve the ultimate riddle.

You get a clue from all three dungeon "loads". You can play the three sets of dungeons in sequence or at random — but you'll need all the clues to discover the final solution.

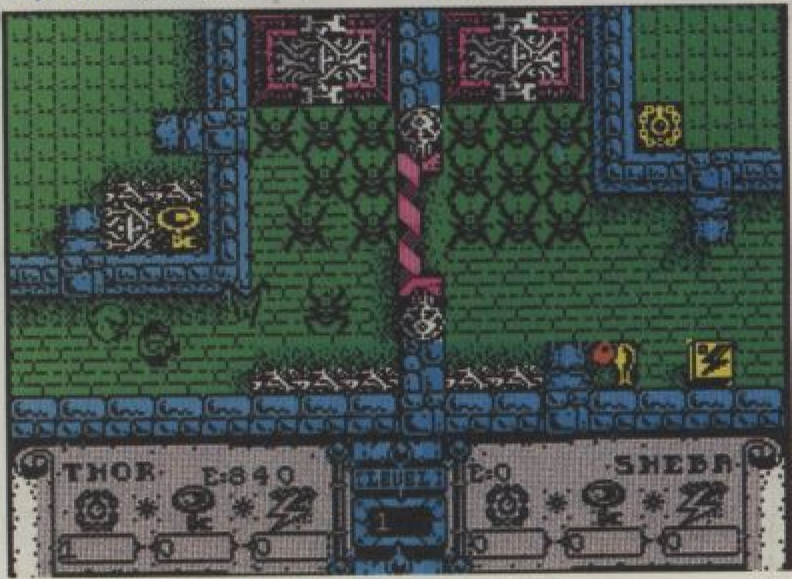
The key to the game is staying alive. After all, if you're fighting fit you'll be able to cope with finding a way to the various exits, won't you?

You can swap treasure for energy if you're running low.

Spells are cast randomly by hitting the appropriate key. There's no telling what they'll do. In fact it's hard to tell what they are doing unless you're lucky enough to hit a "kill" spell. Then everything gets zapped. Shame you can't choose which spells to use.

The graphics are extremely attractive, although the little black characters you control are sometimes difficult to see — especially when you're teleporting about from room to room.

The rest of the dungeon looks suitably solid and great attention to detail makes it a great game. Lots of nice shading and great use of colour.



▲ *Dandy's a game made for boodthirsty gamers*

Probably the best looking Spectrum game around at the moment together with *Lightforce*.

Dandy is very playable and very addictive — especially with two players. You'll find yourself hacking and chopping your way through dungeon after dungeon deep into the night!

But I've got a feeling that most of you will be waiting for the real thing . . .

Dandy is on the way for the 64 and Amstrad.

Watch out for our special *Dandy* map next issue!



▲ *You can choose one of two different characters, or invite a friend round for a spot of ghost bashing.*

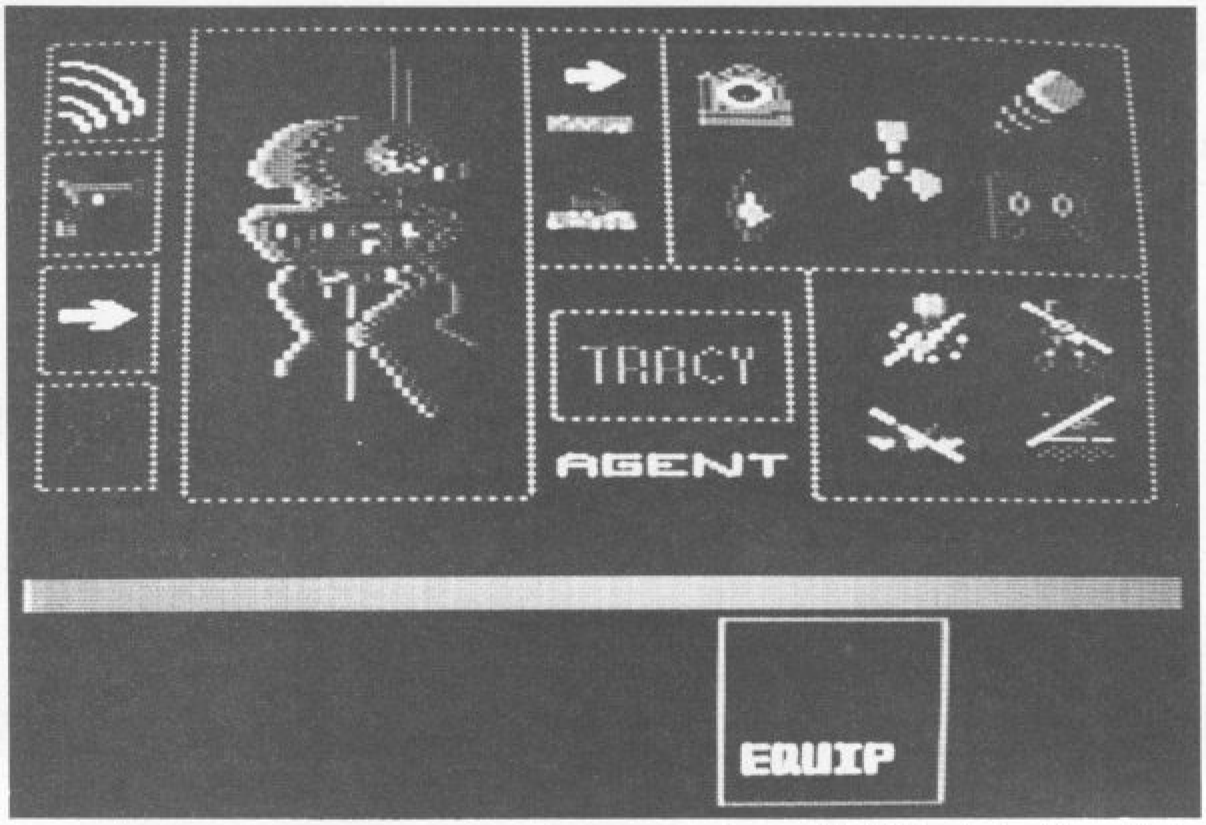
GRAPHICS	9
SOUND	7
VALUE	10
PLAYABILITY	9

C+VG HIT!



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Screen shots are taken from the 64 version.

8



▲ *Warriors who love the wasteland.*

THE ASSAULT MACHINE

- ► MACHINE: CBM 64
- ► SUPPLIER: NEXUS
- ► PRICE: £9.95 CASSETTE/ £12.95 DISK
- ► REVIEWER: PAUL

There's trouble brewing on the prison planet Targon, isolated from the rest of the galaxy for many centuries. A fanatical organisation is rumoured to be building a massive weapon called The Assault Machine. If true, it could spell doom for all the good guys.

The starcruiser Peacekeeper has been sent to investigate and take appropriate action. In other words . . . search and destroy. Blast those no-good cons to

TRAILBLAZER

- ► MACHINE: SPECTRUM/ AMSTRAD/C64/ATARI/MSX/C16
- ► SUPPLIER: GREMLIN GRAPHICS
- ► PRICE: £7.95 SPEC MSX) £9.95 (AMS/C64/C16)
- ► REVIEWER: TIM

Trailblazer is a deceptively simple game. Load it in and you think, "What's all this then?" But then you start playing. And from then on you won't want to know about anything else. It's fast and awesomely addictive.

The idea is simplicity itself. You are in control of a bouncing ball which you have to guide over a series of tracks packed with hazards for the unwary.

Fall off the track and you lose a life. Stay on and you're in for the ride of your life!

The tracks streak out at you from the centre of the screen — like a race track would in a regular race game. You have to use all your skill, judgement and fast reactions to keep the ball rolling.

There are chequerboard squares on some of the tracks which will either slow you down or speed you up or even make you jump automatically.

Learn to recognise them, they can help or hinder your progress.

There's a time limit for each level — complete a track with time in hand — shown in the clock at the top of the screen and you get more time for the next level.

There are 14 fun-filled courses to attempt — each with their own unique challenges.

And you can play the game in two modes. The Three Course Trail gives you the opportunity to practice any three of the 14 tracks together with unlimited bounces. The Arcade option allows you to play all the courses in sequence with just four bounces and varying time limits.

Versions apart from the Spectrum have colour coded squares to watch out for and a two player option, plus a player versus computer options. You can attempt to knock each other off course in two player/robot modes.

Trailblazer on the Atari and 64 is just as addictive. But here you've got the extra added dimension of enhanced sound and glorious graphics. Do try playing the split screen two player version. It's great!

Gremlin's programmers have even managed to coax a decent tune out of the Spectrum! Sounds vary on other versions.

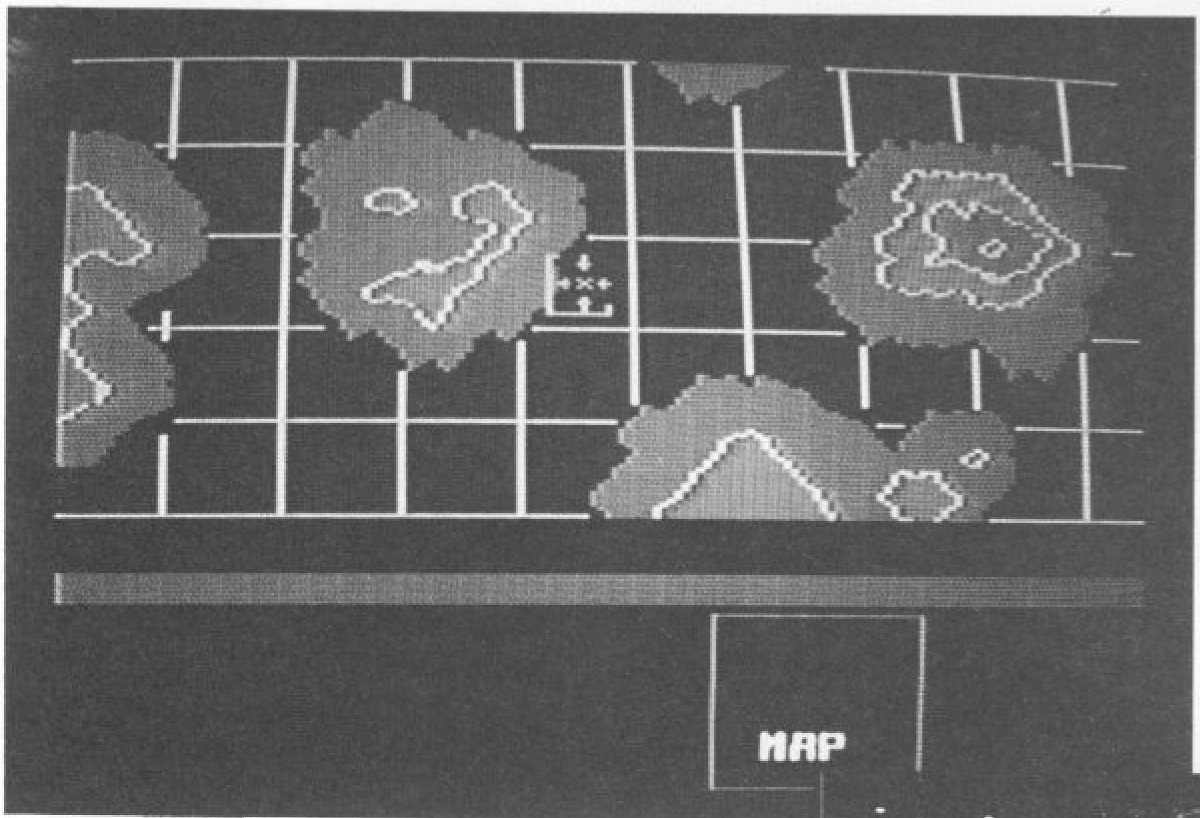


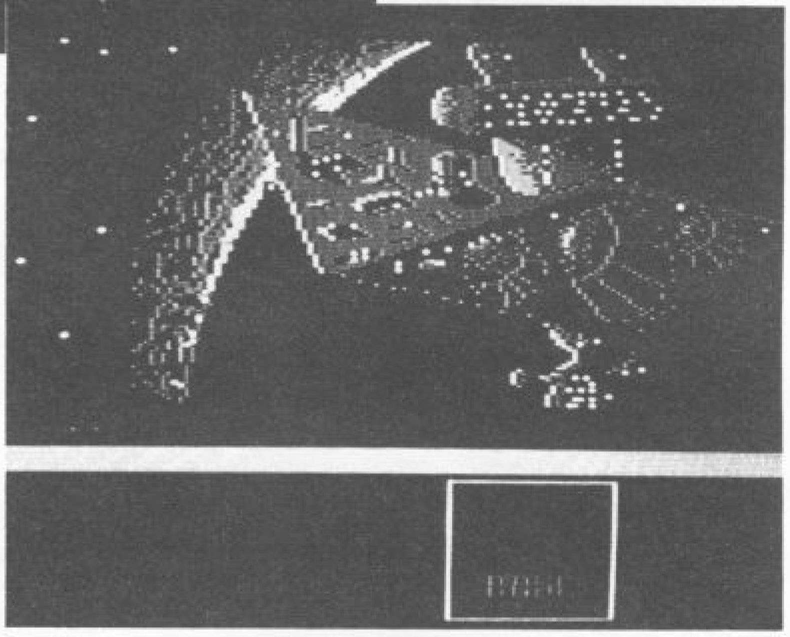
▲ *Trailblazer is simply a brilliant game.*

Trailblazer is a simply brilliant game. Original and extremely addictive. Everyone should have it in their collection!

► GRAPHICS	7
► SOUND	8
► VALUE	9
► PLAYABILITY	9

C+VG HIT!





◄ *Assault Machine has a good mix of icon-driven strategy and pure shoot-'em-up.*

Kingdom Come.

In all there are ten island complexes onTargon which are making The Assault Machine. All must be destroyed.

All the equipment you have are four droids — Tracy, Holmes, Bond and Chan — and three atmosphere craft which must move the droids around from island to island.

First of all you must plot your moves by consulting a map of Taragon's islands and decide where to drop the droids. Once this is decided you switch to what is basically flight simulation combined with a bit of zapping. Delivering a droid to its target will require you to face attack from aerial torpedoes and blaster fire.

Once the droid is on the island you can monitor its progress. If one gets into difficulty — being attacked, for instance — you'll have to rescue it.

Once the droids have found the information and location of the Assault Weapon bases, it's then time to move onto the end game. This involves bombing missions over the searched islands.

Assault Machine is a nice mix of Icon-driven strategy combined with fairly satisfying shoot-'em-up.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	7

COBRA

- ► MACHINE: SPECTRUM/ COMODORE/AMSTRAD
- ► SUPPLIER: OCEAN
- ► PRICE: £7.97(SPECTRUM)/£8.95 CMM 64 CASSETTE £12.95 DISK
- ► VERSION TESTED: SPECTRUM
- ► REVIEWER: PAUL

You're the disease . . . I'm the cure. "Immortal words from vigilante cop Marion Cobretti, also known as The Cobra.

Months after Sylvestor Stallone's latest cinema rendering of brutal corpse-strewen crime control was massacred by the critics, Ocean's game of the film slithers onto the software shelves. Better late than never, I suppose.

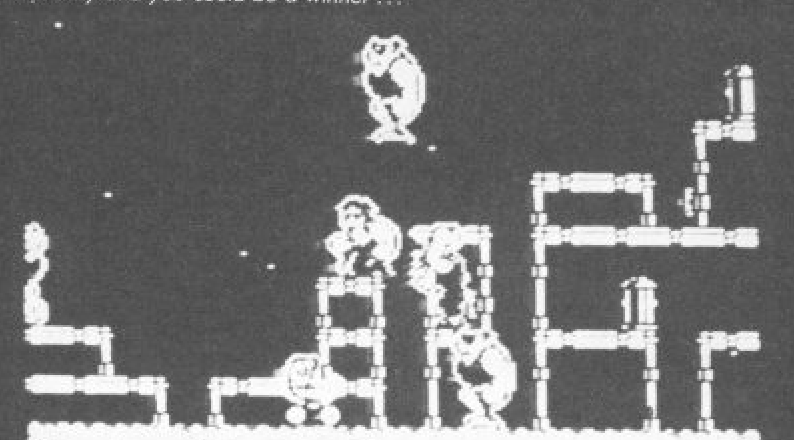
The film's plot — actually that is a gross misuse of the word — is fairly simple. Cop Cobra of the "Zombie Squad" has to rescue a fashion model, Ingrid Dnutsen, from the clutches of a band of mad killers and their evil boss who goes by the cute name of the "Night Slasher".

The game roughly follows the film so this is where the law stops . . . and you start. And what you get is basically a frantic platform and ladders game set across three playing areas — night-time in the city, daytime in the country and the factory.

To move onto the next section of the game you must collect beef burgers — inside are either knives, pistols or laser-sighted machine guns — rescue Ingrid and clear the section of killers. It's only when you get to the factory that you'll confront the Night Slasher himself.

At the start of the game Cobra only has a pretty lethal headbutt — so he can despatch the multitude of killers without doing himself any serious damage. The action is certainly fast and frantic as Cobra charges around like a raging bull.

▼ *Be sly and you could be a winner . . .*



Cobra's lives are represented as boxing gloves. Is this a clever reference to Stallone's Rocky films? If so, what is the significance of the Quackometer, which shows how long Cobra can use a weapon for?

Rogue prams and beefburgers are not prime ingredients of the film but they crop up a lot in the game. The prams charge about on their own slamming into Cobra unless he's quick enough to jump over them. The weapons are hidden in the burgers.

Graphically and soundwise *Cobra* is okay, but really it's the sort of game you've seen many times before. It will sell on the name rather than on the originality.

► GRAPHICS	8
► SOUND	7
► VALUE	7
► PLAYABILITY	8



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10



▲ *Gauntlet, the world's first multi-player arcade game, hits the home computer.*

GAUNTLET

► MACHINES: SPECTRUM, AMSTRAD, C64, ATARI, AMIGA, IBM, MSX
► SUPPLIER: U.S. GOLD
► PRICE: £9.99 AMSTRAD, C64, ATARI, MSX — TAPE. £8.99/ SPECTRUM, £14.99/AMSTRAD, C64, ATARI — DISC. £24.99/AMIGA, ATARI ST, IBM.
► VERSION TESTED: AMSTRAD
► REVIEWER; TIM

It's here. The game which promises to pack a real punch. *Gauntlet*, the game EVERYBODY has been waiting for. Will this conversion of the classic Atari coin-op grab you by the throat and not let go? Or is it just more glossy hype?

Well, we're pleased to report that the computer version is just as awesome as the arcade original. It's colourful, classy and so addictive.

If you've been hiding under a stone, or down a dungeon for the last 12 months, you won't know about the multi-player arcade machine that instantly captured the imagination of games players all over the UK.

You could play the part of Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Questor the Elf in a quest for magic and treasure in the maze-like dungeon world of *Gauntlet*.

The computer version follows the arcade game faithfully. The four characters are included — although you can only play with a friend. No four player antics here, unfortunately.

If you play with a friend you'll have to work as a team just as in the coin-op. The game won't scroll unless both players move in similar directions. If your mate is busy bashing ghouls, goblins or ghosts you'll either have to go to his/her aid or wait until they are free to move on again.

The smooth eight-way scrolling was another feature of the coin-op, and the small screen version has this too. It's a real joy to be able to move freely around the screen.

You can explore the different dungeons at will — zapping from level to level as freely as the monsters allow you! That means you can explore as far as your energy lets you get. But once you've done that you'll want to get down to the real purpose of the game — collecting treasure and bashing nasties. . .

When you first load up the game you'll see a neat rendering of the arcade machine's first screen — the Valkyrie and Warrior swinging their deadly weapons.

Then it's on to the option screen where you choose your character and what sort of game you want.

Now you're plunged into a weird world of monsters and mazes. As in the arcade version there are version objects to be collected. Potions are useful for keeping up your energy as is food — but watch what you eat. Some food could do you more harm than good.

You'll need to plan a strategy to work out which levels to tackle and in which order. But it's always a good idea to build up a good stock of keys and potions before you venture into the later more intricate levels.

Energy is at a premium and you can't always rely on finding food/potions to keep you going.

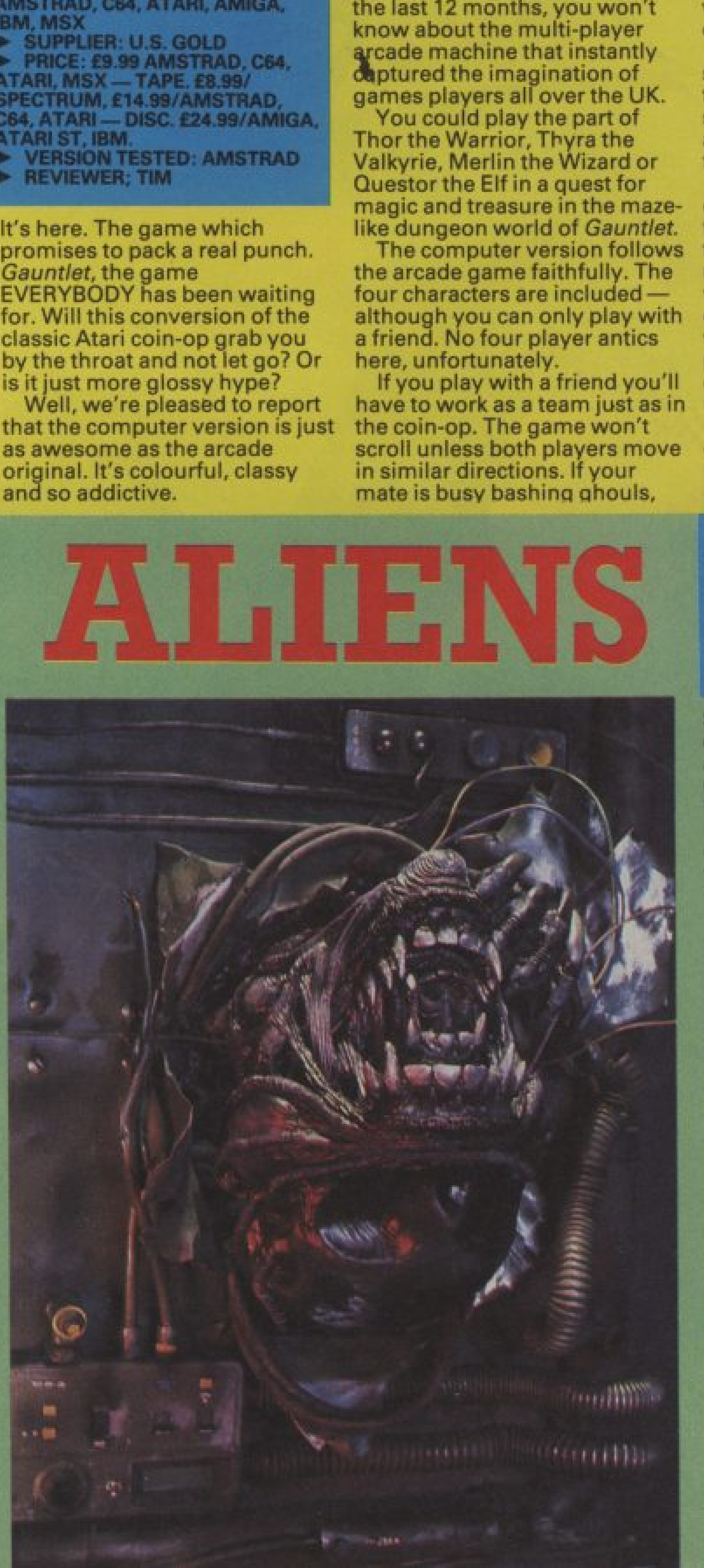
The different characters have different weapons — Thor has an axe, Merlin his magic bolts, Questor his arrows and Thyra her trusty broad sword. In the arcade version you needed all four characters to successfully complete the game — but here it's a bit different. It is possible to win through on your own.

It's up to you to choose your favourite character. Each has his or her own hall of fame hi-score chart which appears at the end of each session.

The monsters you meet are many and varied. There are ghosts, goblins, evil wizards, the even nastier Death who can only be destroyed by using a "smart-bomb" type potion, and my favourite — the giant red toads. At least I think they are toads. . .

Although we only managed to get our hands on the Amstrad version for this review — the glimpses we've had of other machine versions of the game convinced us that they

ALIENS



► MACHINES: SPECTRUM/CBM 64/AMSTRAD
► SUPPLIER: ELECTRIC DREAMS
► PRICE: £9.99 (SPECTRUM/CBM 64) AMSTRAD CASSETTE), £14.99 (CBM/AMSTRAD DISK)
► VERSION TESTED: SPECTRUM
► REVIEWER: PAUL

Some day a software house will capture the licence to a top film and turn it into a brilliant game. Of all the film titles currently hoping to make money from the micro, most tend to be a disappointment when it comes to the game. It's the name that sells.

Electric Dreams has scooped one of the hottest films of 1986 and, in my humble opinion, have made perhaps the best movie conversion game around. It has atmosphere — the very ingredient which made the films such winners. Remember those magic moments in the film where the whole audience seems to jump at the same time? Well I found myself jumping at parts of the game as an alien rushed at me. Great stuff!

On to the plot. Warrant Officer Riply, sole-suvivor of a terrifying encounter with an alien aboard a space freighter, has been rescued. Later she is horrified to learn that the planet where she first encountered the aliens, has now been inhabited by a colony of space engineers and their families. All contact has now been lost with the colony. The worst is feared.

Reluctantly, Ripley agrees to head a squad of elite marines to the planet. On their arrival they find the engineers' base is deserted. As night falls they find it isn't just insects that crawl out of the woodwork . . . it's aliens, lots of them, with slavering jaws and a mean appetite.

There are a huge number of rooms to explore and Electric Dreams has included a map to help you.

You have control of all six members of the team. At least half the screen is taken up with their details. The crew can only be controlled one at a time. Their faces are displayed at the centre of the screen. And the top half of the screen is then taken up with the view from their portable cameras.

Each crew member can be moved through doors, either by opening them or blasting them with a smart gun. It's also possible to direct the other crew members to move to certain rooms and these commands will be carried out while you can get on with other business. You soon get used to switching



▲*Great graphics, good sound perfect playability. What more could you ask for?*



▲ *You'll be sorry if there isn't a copy of Gauntlet in your Christmas stocking.*

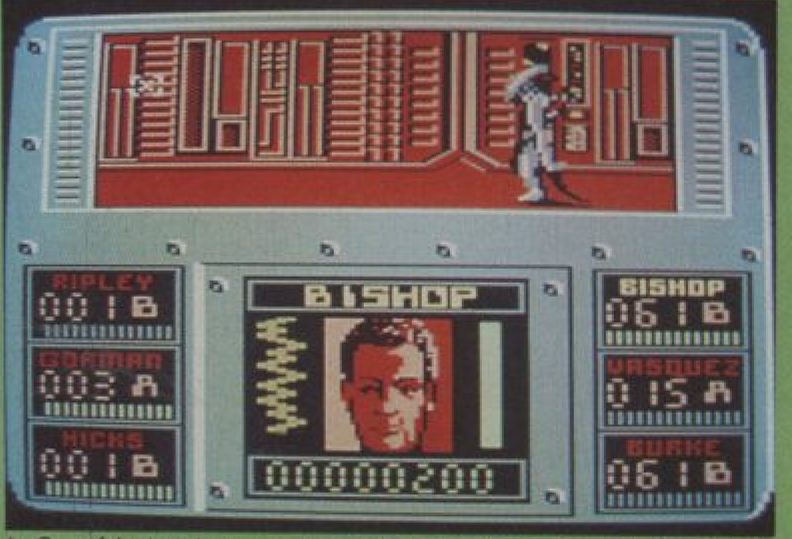
are all going to be just as good.

Great graphics, good sound, perfect playability. What more could you ask for?

Now that the real thing is here the imitators begin to look a bit weedy. There's really only room for one *Gauntlet* — and this is THE business. Accept no alternatives and shop at the sign of the chainmailed fist. You won't be disappointed.

▶ GRAPHICS	9
▶ VALUE	9
▶ SOUND	8
▶ PLAYABILITY	10

C+VG HIT!



▲ *One of the best film conversions we've seen. It's very atmospheric.*

between crew.

As they move through the base they will find bio-mechaniod growths cover the walls. These must be blasted away. But be careful, where these growths are the chances are they'll be an alien. Although alarms sound when they're near, you may not see the monster before it attacks. Sometimes they sneak up from behind! But more than likely you'll be able to get a few shots at the Alien. But try not to shoot him in front of a doorway. They tend to bleed a lot there and this acidic fluid will prove fatal.

Although the game isn't stunningly original in terms of an idea, you quickly find yourself being drawn into and getting absorbed in the play.

Graphically it's very nice. In fact you probably get more of an idea what the aliens look like from the game than the film.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	9

C+VG HIT!

▷ MACHINES: SPECTRUM /CBM 64/AMSTRAD/MSX/BBC B/ ELECTRON
▷ SUPPLIER: MARTECH
▷ PRICE: £8.95 (SPECTRUM), £9.95 (AMSTREAD/CBM 64/MSX/BBC B /ELECTRON)
▷ VERSION TESTED: SPECTRUM
▷ REVIEWER: PAUL.

TARZAN

Tarzan, the mighty muscled aristocrat raised by the apes in the jungle, has been around for seemingly an eternity. The first story from the pen of creator Edgar Rice Burroughs was published in 1911. Books and films have abounded. The subject is ripe for a computer game and Martech has been the one to capture the licence.

The resulting game is a huge arcade adventure with stunning graphics — some of the best I've seen for the Spectrum — and super smooth animation.

The plot is simple. Jane, *Tarzan's* soul-mate has been captured by Usanga, chief of the Wamabo. Her fate may not be a pleasant one — being devoured by a panther and having her bones picked over by a vulture.

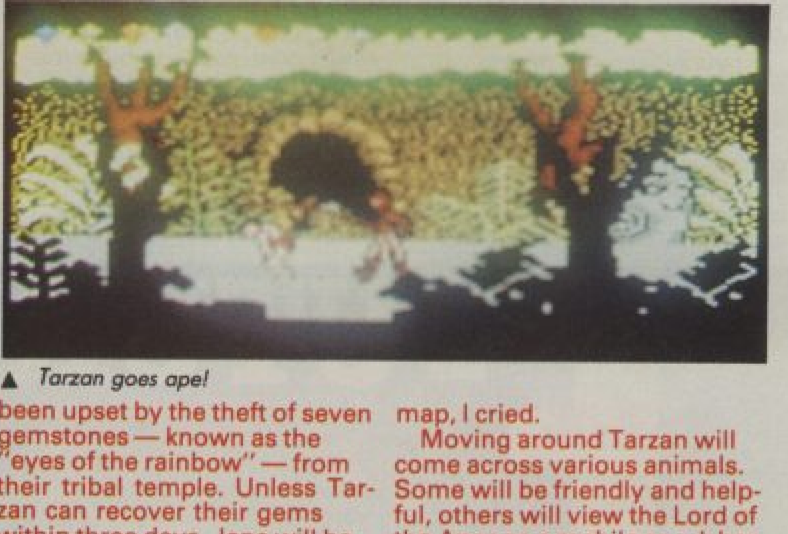
It appears the Wamabo have been upset by the theft of seven gemstones — known as the "eyes of the rainbow" — from their tribal temple. Unless Tarzan can recover their gems within three days, Jane will be the main course on the jungle menu.

Game play time is measured by the changing colour of the screen, representing day turning into night and back again. The speed at which the days pass — remember Tarzan only has three — depends on how well the Lord of the Jungle does. For instance if he gets hit by a spear, falls into quicksand or mauled by a rampaging big cat, the day passes quickly.

Scattered throughout the jungle are various objects which Tarzan can use. These include ropes, torches, shields and, of course, the gemstones. These are represented on the screen by little black boxes — some of which are remarkably hard to see.

It's only by picking these up that you get to its contents at the bottom of the screen.

Within a few screens of moving around the jungle you'll easily become lost. A map, a map, my jungle kingdom for a map, I cried.



▲ *Tarzan goes ape!*

Moving around Tarzan will come across various animals. Some will be friendly and helpful, others will view the Lord of the Apes as a mobile snack bar and try to take a bite out of him. I always found the nasty ones.

There are also natives walking around, again some are friendly while others aren't.

Tarzan can run, jump, duck, jump, somersault, and, along with all the other jungle characters, is nicely animated.

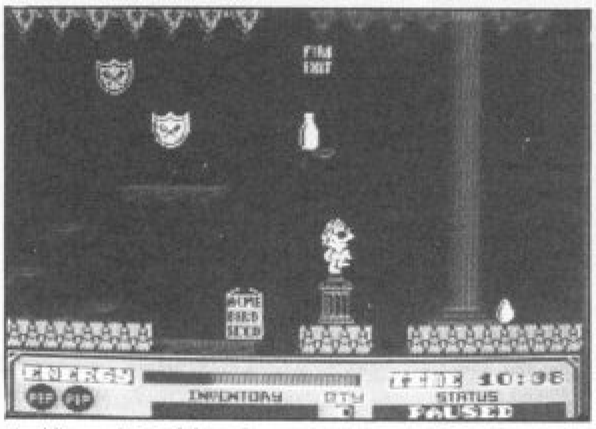
Summing up, *Tarzan* is probably one of the best looking Spectrum games of recent months and, although it's a little weak on plot, it is addictive enough to keep you playing.

▷ GRAPHICS	9
▷ SOUND	6
▷ VALUE	8
▷ PLAYABILITY	8

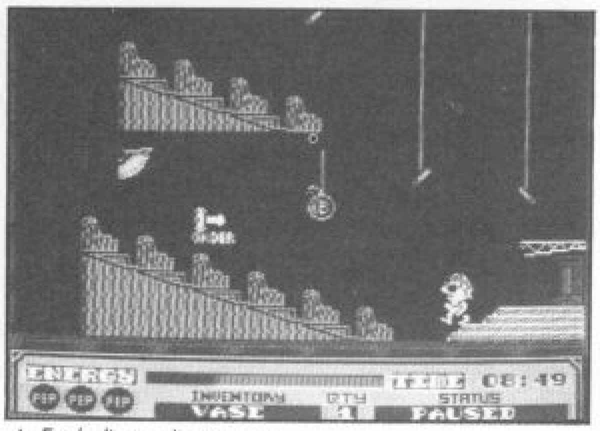
C+VG HIT!

▼ *The original jungle swinger.*





▲ *Victory in Trafalgar Square?*



▲ *Exploding politicians . . !*

City SLICKER

- ▶ MACHINE: SPECTRUM/ AMSTRAD
- ▶ SUPPLIER: HEWSON
- ▶ PRICE: £8.95 CASSETE/£14.95 AMSTRAD DISK
- ▶ VERSION TESTED: SPECTRUM
- ▶ REVIEWER: PAUL

Urban terrorism is a dodgy subject for fun computer games. Bombs in the heart of London have in the recent past been all too real. People died — horribly. So to make the centrepiece of your game the blowing up of the Houses of Parliament could be seen as — at the very least — in very dubious taste.

And that's exactly what the normally ever so tasteful Hewson has done with *City Slicker*.

Anyway, enough of the moralising and down to the game.

City Slicker is the latest offering from the minds of *Technician Ted* authors Steve Marsden and David Cooke. It is set in London where an evil Arab Abru Cadabbra has planted a bomb in the Houses of Parliament set to explode at midnight.

You play the part of Slick, who's been called in by some mysterious department to defeat his fiendish plot.

So what you have is an arcade adventure set across more than 50 or so screens in which Slick has 16 hours in which to find and make a Bomb Disassembly Unit and dismantle the bomb.

The backdrops range from the Tower of London, Trafalgar Square, British Museum, Buckingham Palace and, of course, Parliament.

Slick moves around London by using the tube. All he has to do is find a station, get onto the tube and select his required destination. This is a very nice touch.

The game is packed with problem solving. You know the type — put the top weight over the trapdoor to open it or ring the telephone to distract the guard.

There are many characters who drain your energy, including pigeons who's personal habits when flying above your head leave much to be desired.

And there's Abru who crops up all over the place bringing a somewhat lethal touch with him.

Graphically it's very slick. There's also what Hewson term the "half flip" feature which moves the screen image a half width, extending the play area into the next room.

If you ignore the background to the game, *City Slicker* is excellent fun. As it is, it should be renamed *City Sicker*.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

FUTURE KNIGHT

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: GREMLIN GRAPHICS
- ▶ PRICE: £7.95
- ▶ REVIEWER: TIM

Oh dear, I thought, as I sat down to play *Future Knight*. This looks like a glossy platforms and ladders game to me. Stifling a yawn, I got stuck in and suddenly found myself quite enjoying the game — despite the fact that I'd seen/played squillions of similar offerings in the past.

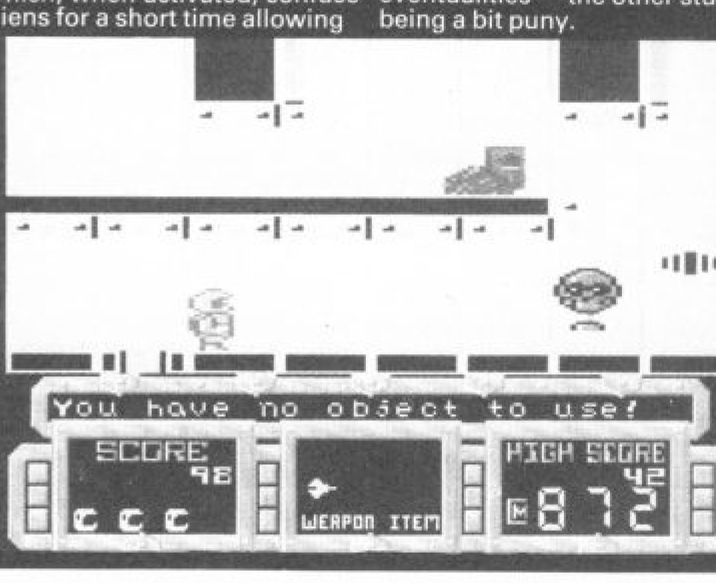
But this one is well presented, has got some interesting puzzles, nice graphics, an opening tune which is pretty amazing for the Spectrum, and it's playable as well. A quality product — as you'd expect from Gremlin.

You take on the role of Randolf, the hero, who is on a rescue mission to save his sweetheart Princess Amelia captured by aliens on a planet in the Zragg system.

There are 20 different levels connected by doors which require a pass to get through. Each level is packed with nasties which reappear even if you kill them off. There are also giant droid thingies which need mucho blasting to get rid of.

You'll discover lots of other useful items, like "smart bombs" which wipe out everything in sight, confusers Which, when activated, confuse aliens for a short time allowing you to do whatever you want unhindered. Randolf also comes across spells which allow him to build useful bridges, unlock exits and finally free the princess. There are all sorts of keys to be collected too and a sceptre which kills off a very large semi-indestructible droid.

Our hero can pick up a selection of ammo for his all-purpose alien-blaster — the fireball ammo is the best for all eventualities — the other stuff being a bit puny.



The bomb is a useful gizmo — not only does it kill all aliens on screen instantly in a blaze of flashing pixels but it also restores your energy to 999. Energy is the thing you're going to need most of in this game.

The princess can always be found in the second dungeon area — but it's no good finding your way there and finding you've left the all important release spell behind.

You begin the game with three lives and a weedy weapon. So it's best to explore until you find an ammo dispenser which gives you a better one. But don't move back in front of it after you've claimed some decent firepower otherwise you'll lose it again. And don't move out of a level until you've explored it thoroughly. You might just miss something important.

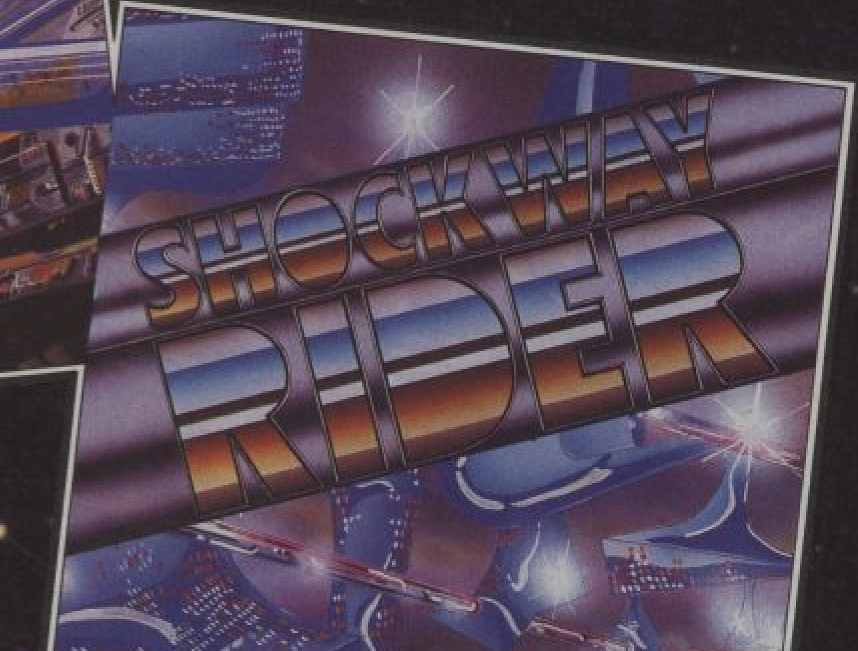
Future Knight isn't terribly original — but it is very well put together. Like *Jack the Nipper*, it's a map makers delight and pretty good value.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	8

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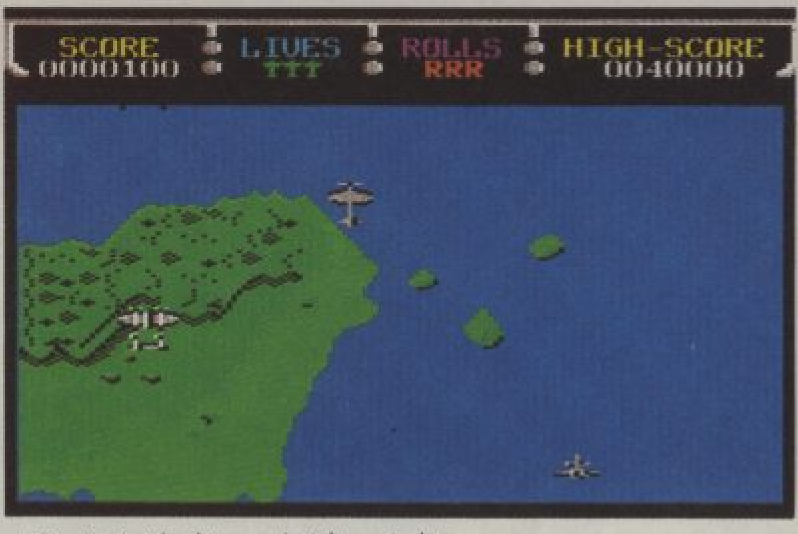
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- MACHINE: C64/128
- SUPPLIER: ELITE
- PRICE: £9.95 cass/£14.95 disk
- REVIEWER: CHRIS



▲ *Despite its title, this game's right up to date.*

1942

I haven't stopped playing *1942* since I first loaded it some 10.5 hours ago. The game is so addictive, fast, and furious that it must be my favourite shoot-'em-up to date.

The first thing that gets you when you load up is the brilliant music. But for the life of me I couldn't think of the tune's name. It's one of those old war tunes that sticks in your mind and you hum it for weeks. After questioning the family, friends, and relations, Jasper the dog I finally came up with the goods.

I can now reveal that the tune is from the film *633 Squadron*, an old British war movie. Now back to the game . . .

The idea is to fly your aircraft from carrier to carrier across land and sea shooting down loads and loads of enemy planes. You guessed it — 24 stages of pure blasting!

At the start of each level, you take off from your aircraft carrier and head for the enemy. The screen scrolls up and you are attacked by nasty little planes which are willing to die just to stop you. These guys don't mess around!

If you shoot the right fighter, it will change into a special "POW" sign which, when picked up, will give your humble plane extra capabilities.

On the first couple of levels, you are given an extra gun, allowing three bullets to be fired at once, on later levels you get two escort planes which fly either side of you and help you battle on.

You can also protect yourself for a short while by doing a roll. When performing a roll you go out of the enemy's line of fire and can come out of the most vicious attacks unscathed. You are only allowed three rolls per life, and you have three lives.

When you have the extra planes and three guns you will find knocking out large bombers extremely easy — but you will be an easier target for small kamikaze planes to hit.

When you reach the waiting carrier, a tune will play and you will be thrust onto the next level.

Some areas have different names, starting with Midway then Marshall, Attu, Rambual until you finally reach The Final Area. When you get there you'll know the meaning of the word tough!

The graphics are clear and colourful. Sound comes in the form of that fantastic tune, which really drives you on during the game, and also various spot effects which, although clear, are a bit flat

The game is a blast, and if you don't buy it then you don't deserve a 64. It's that simple.

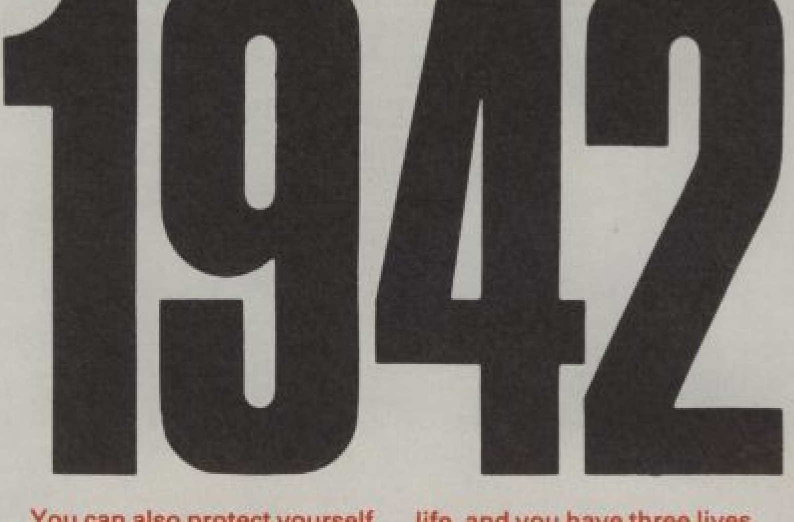
Well done Elite. Can we have some more like this?

▶ GRAPHICS	8
▶ SOUND	9
▶ VALUE	8
▶ PLAYABILITY	9

C+VG HIT!

- MACHINE: AMSTRAD CPC464 AND 6128
- SUPPLIER: ARIOLASOFT
- PRICE: £8.95
- VERSION TESTED: AMSTRAD TAPE
- REVIEWER: DAVID

SEPULCRI



▲ *Sepulcri's a game for those who need an Ultimate substitute.*

88 years after the famous abortive Clapham Common summit of 1987, between President Reagan and Mr. Gorbachov, the United States had almost finished their Strategic Defence Initiative Satellite. Only a mere 60 years late and 42 trilliant mega-bucks over budget the system still needed to be tested. But how to test SDI without starting the war it was designed to stop? Well, those awfully clever NASA chaps have come up with a tiny robot, so tiny it can wander around the satellite's circuit boards examing all the components of the main computer, reporting back if it finds any problems.

As you control the robot inside the computer you will encounter many 'bugs' and miniature sheep (inserted into the system instead of the usual RAM — geddit?!!) that will bring on a sudden case of death if touched. Your robot has also, inconveniently, got sensors under his feet which cause it to self-destruct when it comes into contact with anything sharp.

Unfortunately the place is riddled with all things sharp!

Sepulcri is definitely in the mould of *Knight Lore* and *Alien Eight*.

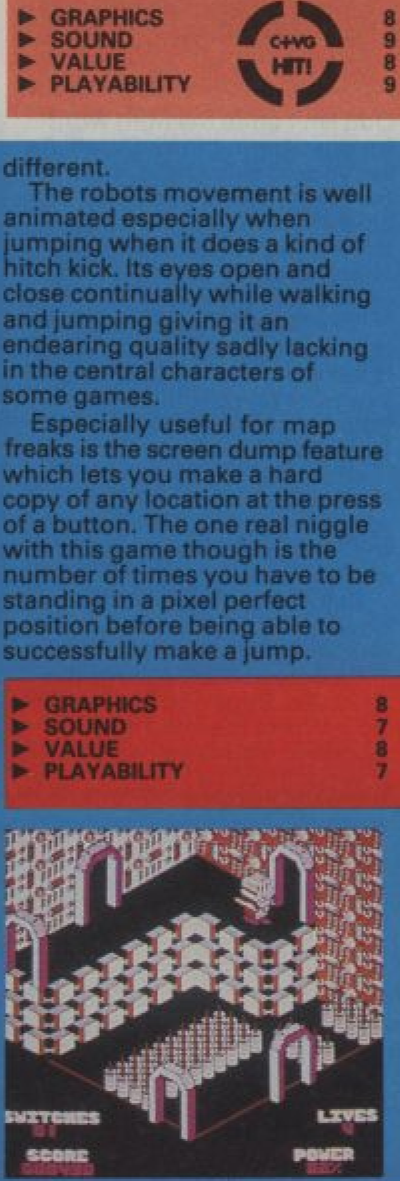
Unfortunately there are a few too many of the latter and not enough really meaty logic problems in this game. That said there are some neat ideas like trap doors through which you fall onto raised platforms containing flip switches that seemed impossible to reach.

The feeling of height has also been exploited more in *Sepulcri* than in many similar games giving the impression of an environment with many levels. This also helps to give a refreshingly wide variation of room shapes and sizes. Graphics are crisp and well designed with a number of different wall textures and colour combinations (in four colour mode) which further help to make every room look different.

The robots movement is well animated especially when jumping when it does a kind of hitch kick. Its eyes open and close continually while walking and jumping giving it an endearing quality sadly lacking in the central characters of some games.

Especially useful for map freaks is the screen dump feature which lets you make a hard copy of any location at the press of a button. The one real niggle with this game though is the number of times you have to be standing in a pixel perfect position before being able to successfully make a jump.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7



MOVIE MONSTER

- MACHINE: C64
- SUPPLIER: US GOLD/EPYX
- PRICE: £14.95 (disc)
- REVIEWER: TIM



▲ *If you're a monster movie fan you'll enjoy recreating the adventures of your favourite film monster.*

Now, this game might not be to everybody's taste. But if you, like me, sit glued to the TV when there's a Godzilla monster movie on, you'll love it!

Instead of dodgy rubber monsters fighting it out on screen, you get some nice computer graphic representation of monsters like Godzilla, Mr Meringue(?!), The Clog and Mechatron.

You can select a monster to control, chose a city to rampage through and then simply get on with it.

The whole thing is put together as if you were watching a movie. The game begins outside the cinema — which doubles as an icon driven menu.

You see pictures of the monsters you can select, the cities which include London, New York, Tokyo and Moscow, plus an icon representing the type of game you want to play.

Once you've made your selection you find yourself inside the cinema watching the adverts! If you've seen them before you can zap onto the written prologue to the scenario you've chosen. This gives you a background to your monster and to the action that's about to take place.

Each monster has different strengths, weaknesses and special powers. My favourite is The Glog a sort of lump of slime whose touch corrodes anything. Others spit globs of meringue, breathe fire, shoot webs or possess a paralysing scream.

There are five "actions" or objectives to carry out. They are:

Destroy landmark: Your objective is to destroy a city's famous landmark. You've had many a sleepless night since they installed that irritating new radio transmitter atop the building's roof. The transmitter must be destroyed . . . and the building is going with it.

A proximity indicator in the menu window continuously shows how close you are to the landmark you must destroy. The closer you are, the longer

FAT WORM

- MACHINE: SPECTRUM
- SUPPLIER: DURELL
- PRICE: £9.95
- REVIEWER: TIM

Odd isn't quite the right word for this offering from Durell. As we've said elsewhere, this Somerset based company always seem to come up with something a bit different. *Fat Worm Blows a Sparky* could just be too different!

The game takes place inside the "electronic labyrinth" of a Spectrum. You are in control of Worm — one of those nasty little programs hackers like to insert into big systems.

Of course the Spectrum's internal defences are out to stop you completing you mission — to find a disc drive on which to clone yourself.

Before you find the drive you have to find and eat 50 rotating shapes called Spindles.

To defend itself against the Crawlies, Bugs and Sputniks your Worm is armed with Sparkies. You have two kinds of Sparkle. The neat Burper Sparky which is a sort of delay bomb which levitates to destroy flying Sputniks. Your worm "lays" these like eggs. Then there are the Blaster Sparkies which shoot out of your worm's nose and zap anything among the circuitry that's bothering it.

Sputniks drop bugs which crawl along and grab hold of your worm. Collect four and your worm will suffer a fatal error.

There's a map window at the bottom right of your screen which you can use to find those elusive Spindles — alongside is a status window which shows the number of Sparkies you've got left, the number of Spindles you've eaten and your current score/hi-score.

The graphics are interesting — but your worm lacks any sort of real character which detracts from the game's playability.

It's also quite hard to learn how to control the worm efficiently when you first load up the game. It has a sort of built in inertia which means you end up crashing into walls and such like. It's also difficult to tell which end is which at times. But then worms are like that, I suppose . . .

If you like computer in-jokes the this could be for you. If you're after something a bit more spectacular then check out *Thanatos* from the same company.

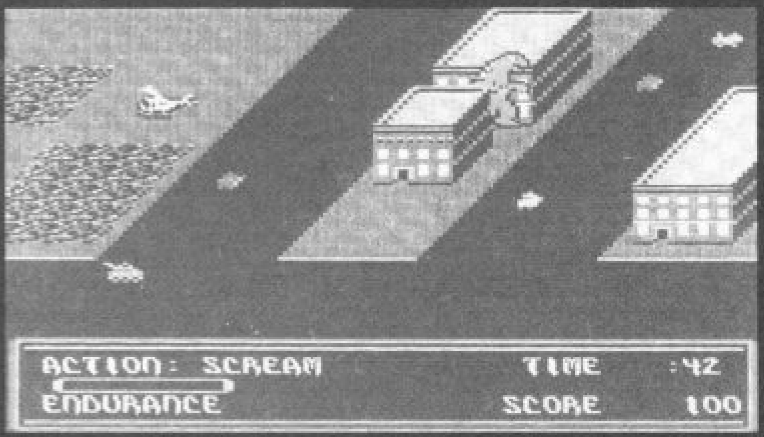
▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	6

▼ *Fat Worm blows a Sparky could be just too difficult to become a chart success.*



▼ *Fat Worm could be a game that grows on you . . . but don't bet on it.*





▲ *Movie Monster is well put together, brilliantly presented and enjoyable to play.*

the bar in the indicator.

You start at the edge of the city, make your way to the landmark, turn the building into rubble and then leave the city again.

Escape: Your objective is to escape from your chosen city. You must have been sleeping, or daydreaming about eating Paris in the springtime, but those pesky human creatures caught you off guard. You were captured. But you're going to escape. You've just broken free in the middle of the city — to escape, you must exit the screen at the edge of town in any direction as fast as you can. The safest path is away from the tanks, even if you have to crush a few buildings or other obstacles that get in your way.

Lunch: It's been weeks since your last square meal, and the MonsterBurger Drive-In just went out of business. You are ravenous. Your objective is to enter the city and gulp down everything in sight. Eat as much as you can before you're destroyed, so keep an eye on the hunger indicator as you munch away. Of course, if you don't want a ticket to Monster Heaven you can try to get out again, but only after your hunger indicator has dropped to zero. And look out, the National Guard has arrived! Watch the hunger indicator whenever you eat something, and you'll seen discover the food monsters love best!

Search: Those nasty humans have your young one, and you're going to turn the city upside down until you find him. Your objective is to enter the city and demolish everything in sight until you locate the little guy. Occasionally you can hear the young one's cry. The proximity indicator in the menu window will randomly appear during play to indicate how far away he is. When you've located the building he is in, knock it down quick.

Berserk: Cities are an incredible nuisance, and you'd like nothing better than to take revenge on those nasty humans. Your objective is to enter the city and destroy as much as you can before your endurance runs out. You will be awarded points for all buildings and objects that you destroy. There's also a bonus for leaving the city alive. This is the best scenario!

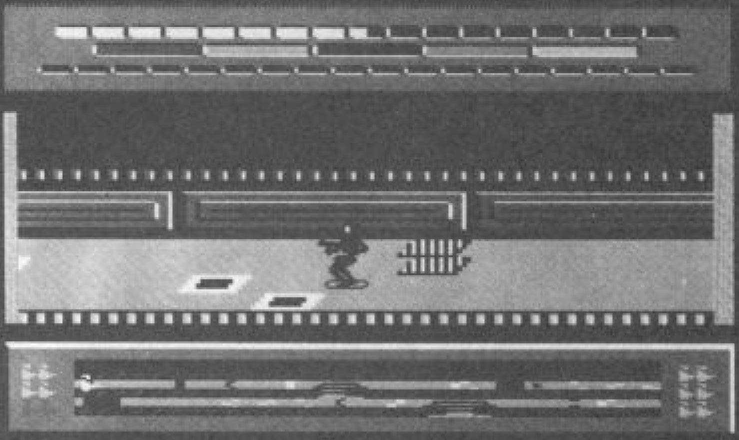
Each city has a different map and is packed with well known landmarks. In San Fransisco you'll find the Golden Gate Bridge while in London your monster will come across Big Ben.

Graphics are pretty good — especially the Godzilla, Glog and spider monsters. Sound is nice — with brilliant slimy sounds for The Glog and screams from Godzilla. Plus many more . . .

I love monster films — the dodgier the better! So I liked this game. It's well put together, brilliantly presented and enjoyable to play.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	7

WARRIOR II



▲ *Warrior II is the most enjoyable of Nexus' games so far.*

▶ MACHINE: CBM64
▶ SUPPLIER: NEXUS
▶ PRICE: £9.95 CASSETTE/£12.95 DISK
▶ REVIEWER: PAUL

Remember *Psi Warrior*, the old Beyond game of a couple of years back, and the cartoon strip based on the character in C+VG? Well, he's back. This time on a secret mission to find the secrets of the ancients which have been buried deep within a pyramid.

The secrets are protected by a complex colour coded maze, guardians which patrol the pyramid's levels, vapourising mats and mats which allow you to bounce.

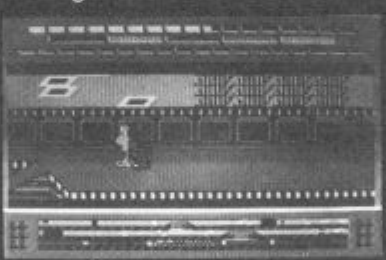
The Warrior, armed with a gun which fires a net, and riding a sort of floating surfboard, slips and slides his way through the pyramid. Controling the surfboard is very tricky at first, and your six lives disappear at an alarming rate as the Warrior kills himself on horrific collisions or touches the vapourising mats. Dexterity comes with practice.

The key to moving onto lower floors is colour. The Warrior's suit must be the same colour as the floor. Moving onto a floor without having the correct match will cost a life.

Netting the guardians which patrol the levels moves the colour switch left or right, enabling the suit colour to change.

However once you've managed to get the correct suit colour your troubles are not over. When you move onto the floor your suit flashes which means you are vulnerable to attack from the guardians. To survive you must zap the guardians, enabling you to change suit colour again. Confusing, itsn't it. It's much easier to play it than say it.

The screen layout is well designed. The top part is taken up with indicators for the colour switch, suit colour, and damage. The bottom section shows your current location within the pyramid. The rest is taken up with the playing area.



▲ *The follow-up to PSI Warrior.*

Zipping and zapping around the levels is great fun. There's a great sense of achievement as you use a bounce mat to lift you clear of a seemingly impossible obstacle — only to be frustrated at being catapulted onto a vapourising mat.

Warrior II is the most enjoyable of the Nexus games so far.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

LEAGUE CHALLENGE

▶ MACHINE: BBC
▶ SUPPLIER: ATLANTIS
▶ PRICE: £2.99
▶ REVIEWER: NICKY

So you think you know better than the likes of Bobby Robson, eh? Well now's your chance to prove it. You've got a team, a budget, and 15 league matches to play.

You're starting at the bottom of the fourth division with everything to play for. It's over to you, pal . . .

No, not so easy, is it? You've got your squad, but six of them rate low on fitness, one is injured, and several don't measure up in skill.

You've got a fixture coming up against Crewe, and juggle the team as you might, your boys just don't compare with their opponent's in attack, midfield or in fitness. True, you're about equal in defence, but that's not going to get you very far, is it?

OK, so you lost that match 3–0. That means you're still stuck at the bottom, and you need to be in the top three to win promotion at the end of the season.

The punters are counting on it. Gate receipts won't hold up if your performance is disappointing. Yeah, you could buy that promising attack player, he's good value, but that will put you further into the red.

You could recoup by selling that useless midfield player, Whatsisname, but you'll need to spend more on training if the lads are to have any chance against United. And don't forget, your goalie might be the best in the world but he's exhausted and you'll have to rest him . . .

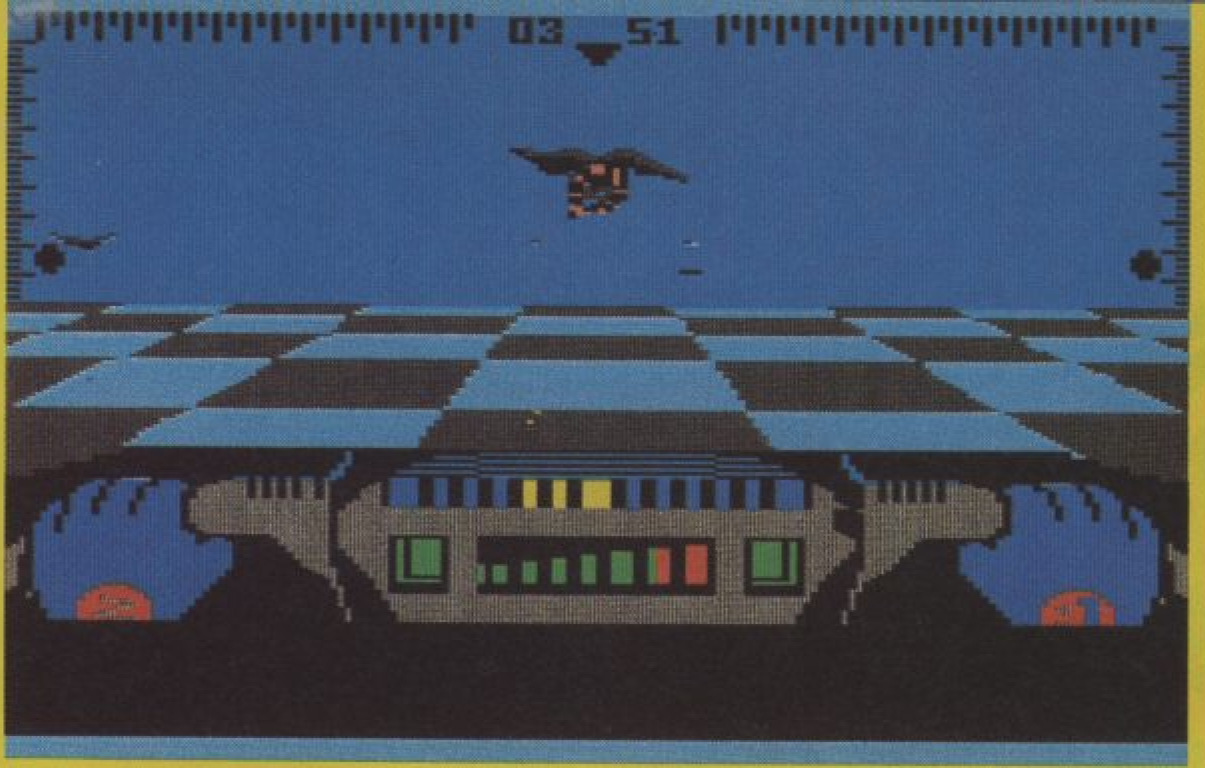
If you ask me, all those much-reviled managers got together and wrote this game just to get their own back on the armchair critics.

It's good fun, whether you're a football freak or not, although the presentation is pretty ropey — mostly horrible mode two-type text, unpleasant to read.

I can tell you, after this you'll think twice before you slam the manager, after your team has gone down the tubes for yet another season.

▶ GRAPHICS	5
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	8

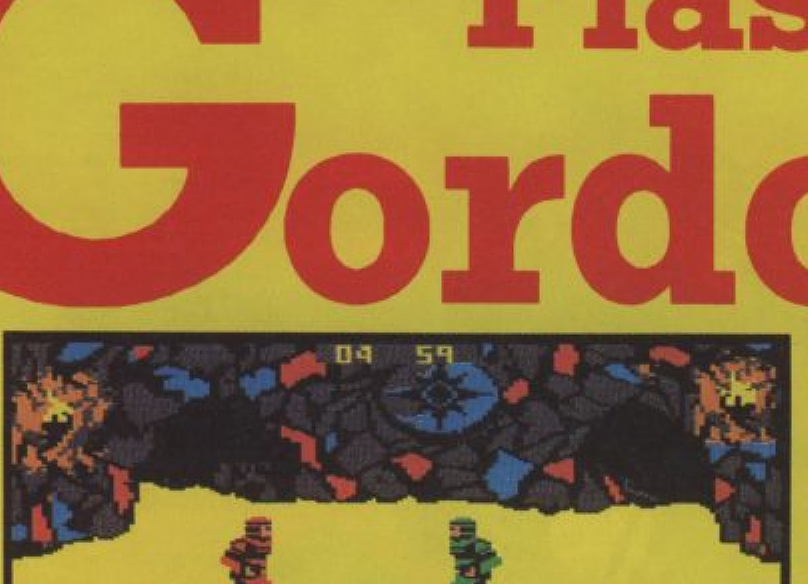

DEFCOM
ENEMY SPACECRAFT CLOSE TO AUSTRALIA
MENU OFF
SC 00114
HI 00286
REBEL SATELLITE CLOSE TO AUSTRALIA
By the year 2056 Star Wars Defence Command was operational. Satellites patrolled and controlled the skies. At precisely 19.34 the Alien Force took over the entire defence system and turned it into a deadly weapon.
Daring Captain Nick Diamond must enter the danger zone, smash through aliens and destroy the satellites over earth's major cities. Can he do it in time?
It's fast, it's tough, it's smooth, it's dangerous. Do you make the grade?
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14 Leicester Place
LONDON
WC2H 7NB
£8.95
Spectrum
CBM
Amstrad



- MACHINE: CBM64
- SUPPLIER: MASTERTRONIC
- PRICE: £2.99
- REVIEWER: PAUL

▲ *Are you flash at handling speed?*

Flash Gordon



◀ *Box clever to win respect.*

The drums . . . the drums . . . I can't stand the drums . . . they're driving me wild . . .

Actually, they're rather good. If Mastertronic keep turning out games such as this they'll be in grave danger of giving budget software a good name.

Well, once again, Flash, saviour of the universe, all-time-good guy and hero, must battle the evil Emperor Ming.

The game is really three in one. You get arcade adventure, fight simulation and high-speed race action. You only have to play them in sequence if you want to complete the game. Otherwise, it's just take your pick and play away.

The first section is set in a jungle. Flash must find Prince Barin in his cave. A map is essential if you don't want to get lost. Monkeys, lizards, wolverines and skeletons lurk in the undergrowth. Snakes lurk in the trees. Flash can blast away, reloading his gun from boxes of ammo. But remember, if you bungle in the jungle, Flash pays with his life.

In the fight section Flash must fight Prince Barin. The idea is not to kill him but to earn his respect. If you can do this he will allow you to pass through his caves onto the surface for the final confrontation with Ming.

The fight action is typical of the numerous other martial arts games around. Both characters can jump, kick, punch etc. Try and concentrate on combination head and body blow. If Barin start to give you a right pasting, back off before going on the offensive again. The longer the fight lasts, the more Barin will tire, reducing his jumping and mobility.

The third and final section is bike race action. This itself is divided into three sections. Flash must first shoot down the winged robots. He has to do this to attain full speed on his bike. Next he must face the perils of a minefield and finally comes the ultimate confrontation with Ming.

I never made it to the final confrontation so I'm afraid that area of the game remains a mystery.

Overall *Flash Gordon* is excellent fun and a real bargain, putting many of current full-priced games to shame. Buy it, you won't be disappointed.

C+VG HIT!

GRAPHICS	9
SOUND	8
VALUE	7
PLAYABILITY	10

Repton 3

- MACHINE: BBC
- SUPPLIER: SUPERIOR
- PRICE: £9.95 (tape) £11.95/14.95 (disc)
- REVIEWER: NICKY

Here it is, the sequel to the sequel. Anyone who managed to finish the first two Reptons should be thirsting for this one.

This is the *Repton* we know and love, with 24 levels instead of 16 and some fun new features to master, like the time bomb which blows up if you take too long over a screen, or the unpleasant, poisonous fungus which smears itself all over the screen, attempting to engulf you.

The aim of the game remains the same — to clear each level of diamonds, including the ones tucked away in cages and safes, while killing all the mosters.

It's as gripping, entertaining and downright frustrating as ever, but *Repton 3* offers something more. With this one you can actually re-design the game to baffle your mates still further.

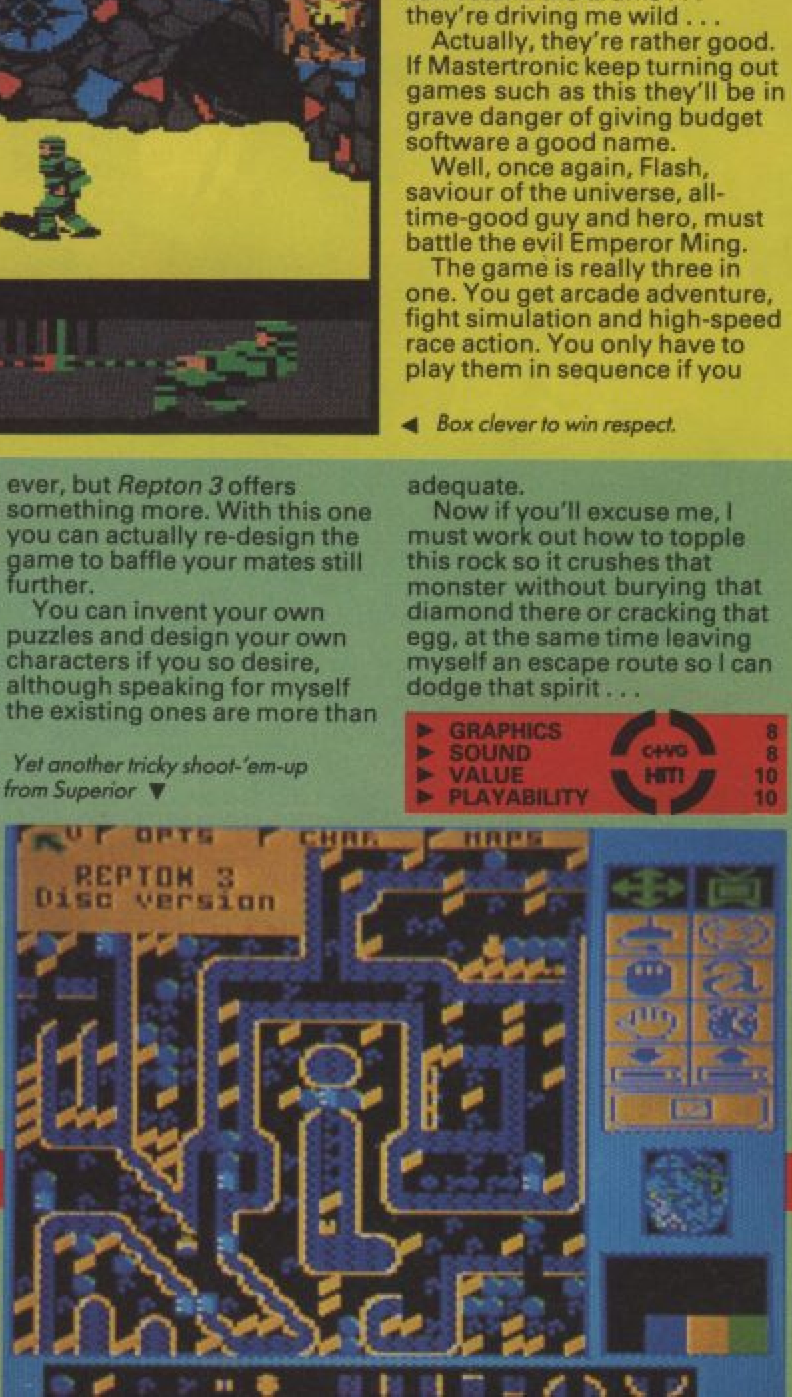
You can invent your own puzzles and design your own characters if you so desire, although speaking for myself the existing ones are more than adequate.

Now if you'll excuse me, I must work out how to topple this rock so it crushes that monster without burying that diamond there or cracking that egg, at the same time leaving myself an escape route so I can dodge that spirit . . .

C+VG HIT!

GRAPHICS	8
SOUND	8
VALUE	10
PLAYABILITY	10

Yet another tricky shoot-'em-up from Superior ▼



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PHEENIX
C16 & SPECTRUM

Fight your way through the different levels to the evil birds' mighty fortress nest in this superb Arcade style classic.

Spectrum version of PHEENIX; A CRASH "Game of the Month", Home Computing Weekly, voted 95% Value for Money.

NIGHT STRIKE
ELECTRON

Retrieve the stolen helicopter called Skyhawk. Guide your helicopter through the various screens, dodging the air mines, the poison clouds and the electrified hydrogen filled balloons. Watch out for the overheating engine!

HOWZAT
SPECTRUM

A very sophisticated cricket game containing the following features:—

- Detailed graphic display of the field.
- Skill factors are given for each player for batting and bowling and there is a wicket-keeping factor for the wicket-keeper. The skill factors may be changed if desired.
- Excellent scoreboard — very realistic.
- Those who have a Sinclair printer can take a print-out of the scoreboard or an up to date score card.
- Detailed analysis of the match available at any time including: Total balls faced by a batsman; Total boundaries (shown in fours and sixes); Bowling analysis.

HENRY'S HOARD
SPECTRUM

Henry is a greedy gnome. His quest lies in Bloodgore Castle — to steel the Golden Hoard, the ultimate treasure.

To complete his quest Henry has to visit every room and collect over 200 magical items on his journey. The ghouls that try to stop Henry include dastardly dwarves and evil elves. Other nasties too foul to name also wander and patrol the castle.

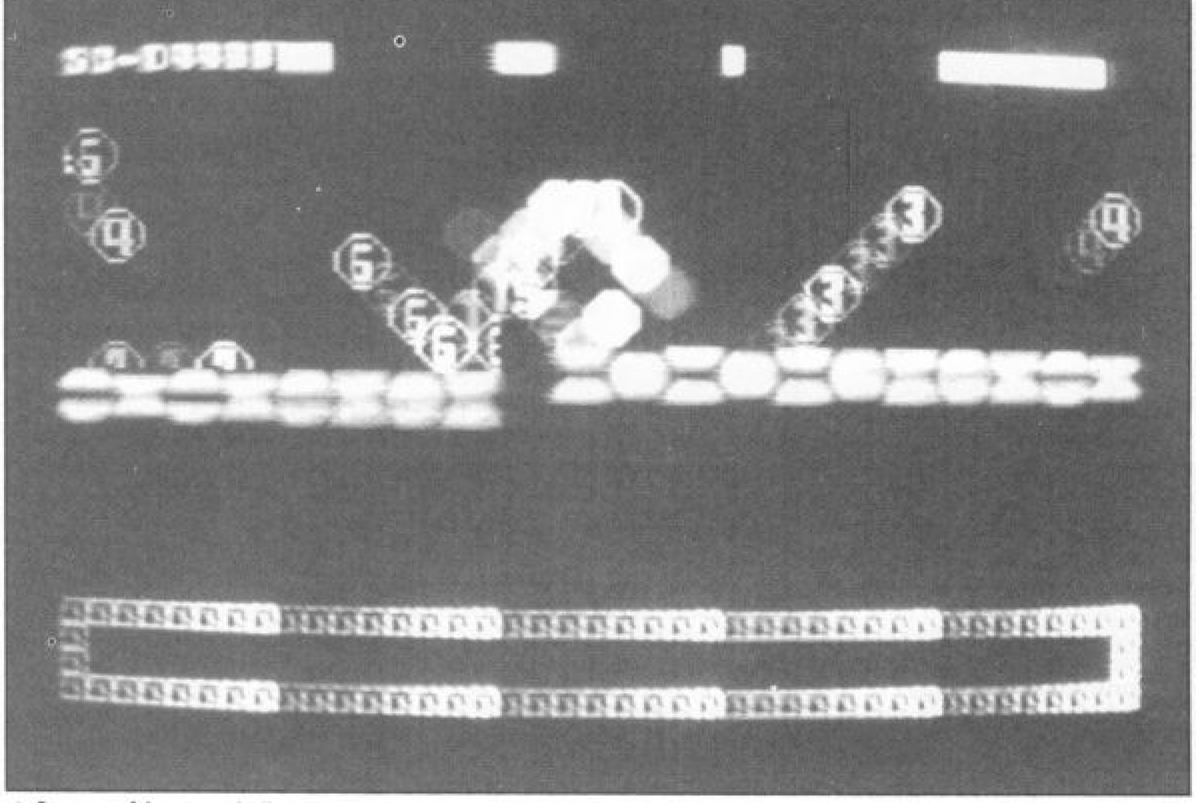
Guide Henry, the gnome, through Bloodgore Castle and steal the ever-elusive Golden Hoard — but WATCHOUT! don't get caught.



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starBURST



▲ *Beware of the rogue balls . . !*

- ▶ MACHINE: C16/PLUS 4
- ▶ SUPPLIER: ARIOLASOFT
- ▶ PRICE: £2.99
- ▶ REVIEWER: PAUL

It's time to declare an interest. *Starburst* is the product of C+VG's ace Hot Gossiper Tony Takoushi's fevered mind. TT, as anybody who's read his page knows, eats, breathes and sleeps games.

His passion for arcade games is apparently endless and it certainly shows in *Starburst*. He's tried to pack everything he loves about them into the limited memory of the C16.

The plot is simple: The planet Sistasis has exploded, leaving Plastron boulders floating in space. You must do battle with these deadly rocks.

In all there are three screens to zap through plus a bonus screen in which a lot of points are up for grabs.

You start the game with four lives, shown in the form of coloured gauges at the top of the screen — orange, purple, yellow and green. If a boulder touches your ship, the gauges begin to pulse and decrease until eventually the game is over.

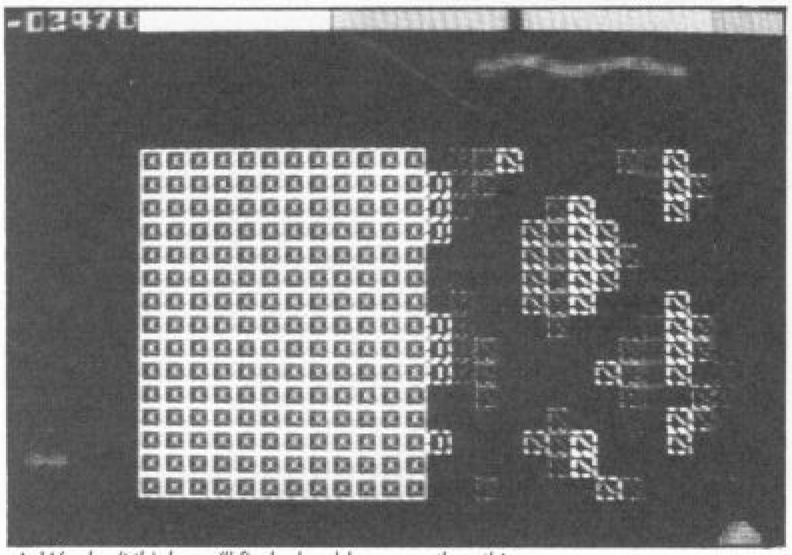
Of the eight boulders or balls zapping round, just four will start the gauges pulsing, these being the same colour as the gauges. The other balls are rogues and are generally designed to annoy you.

The first screen has three objectives. Firstly to shoot out the "home slots" which are at the top and bottom of the screen. Succeed and this turns your ship into a "bat" in which to knock the balls into the home slot. This much can only be achieved if they can bang the balls in cleanly at an angle of 45 degrees (I couldn't). Finally the rogue balls must be guided into the four corners of the screen.

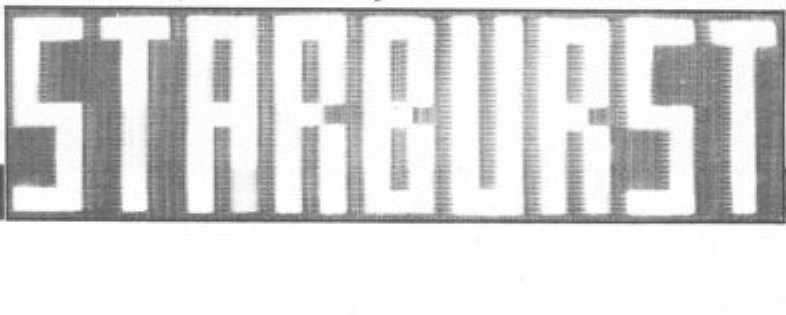
Only when this has been achieved can you get on to the bonus screen. The remaining screens have similar objectives.

Starburst is a high speed shoot-'em-up but which is dazzlingly colourful and designed to wreck the reflexes. It's fiendishly difficult but, I have to confess, I found it confusing to play. At times I wasn't sure what I was supposed to be doing with this TT racer.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	6



▲ *We don't think you'll find a boulder game than this*



LOS ANGELES SWAT

- ▶ MACHINE: ATARI 4
- ▶ SUPPLIER: MASTERTRONIC
- ▶ PRICE: £2.99
- ▶ REVIEWER: HAKAN

Oowoo! Oowoo! Boom! Ratatatat! Yes, all these sounds come from *LA Swat* — which isn't about killing flying insects despite the name. It's an action packed offering that will appeal to fans of *Green Beret* and *Commando*.

Just when you thought it was safe to go back out on to the streets a gang of terrorists take over the West side of LA. Your job is to clean up the streets by wiping out the terrorists. Simple, huh?!

No, not really, because you also have to solve a hostage situation at the end of each level. Don't shoot the hostage while you blaze away at the manic terrorist or you'll live to regret it. You get a bird's-eye view of the streets — packed with terrorists.

The terrorists look a bit like skinheads. They are armed with baseball bats which they use to bash you with. They also have grenades whch are deadlier at longer range.

There are also snipers who take pot shots at you — but you can hide behind overturned cars, a really nice graphic feature this, and shoot the mad gunners. No offence Arsenal fans . . .

You can also hide in the gaps between the buildings to attack the skinheads.

The only real gripe is the scrolling — it's a bit slow and not at all smooth. But the hectic action soon makes you forget all about this.

The city streets are well drawn and the sounds are simply brilliant. This must be the best Mastertronic Atari game I've ever played. Anyone who disagrees with me can just go and chew a brick!

C+VG HIT!

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	10
▶ PLAYABILITY	9

ICON Jon

► MACHINES: AMSTRAD CPC464/6128
► SUPPLIER: MIRRORSOFT
► PRICE: £8.95
► VERSION TESTED: DISK
► REVIEWER: DAVID BISHOP

Icon Jon — a legend in his own sub-routine — is rather worried. He has seen all his best friends wiped out at power down — which is the fate awaiting all computer programs when the Great Users in the sky have had their evil way with them.

But IJ is that most dangerous of things — an ambitious program who is not too pleased with the idea of vanishing down a plug once his services are no longer required.

Determined to avoid the messy ending which befalls other CPU residents, IJ sets about finding a way out of the computer before its too late.

Jon is really quite an independent and free thinking program with a modicum of artificial intelligence but he'll need some help in finding his way around some of the computers more remote recesses. This is where your assistance would be most appreciated.

In order to help Jon escape alive, you must interface directly with him, his two friends Andy Capacitor and Charlie Chiplin, his surroundings and any other characters he may meet.

This is achieved using the HCID — Human to Component Interface Device — which has been developed by a group of mega-brains.

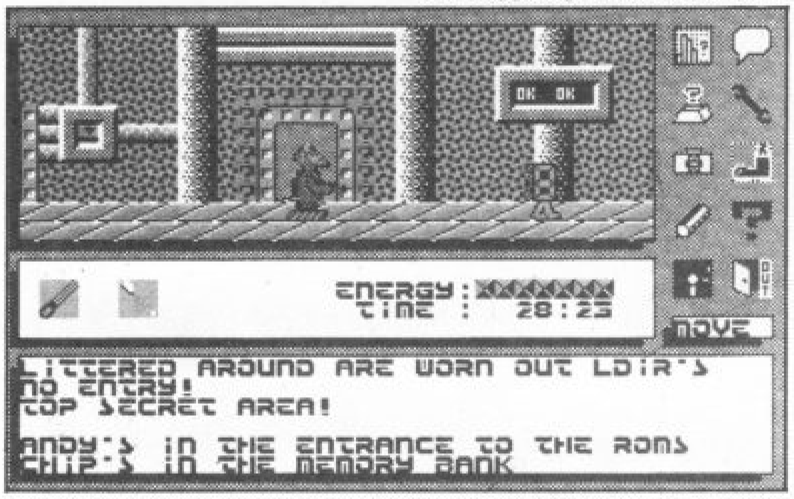
Once HCID is loaded a number of icons will appear on the right hand side of the screen.

These icons are your entry into the system and most of them lead to an option menu which appears in a window in the centre of the screen. By highlighting the option you require your can directly give IJ instructions to help him escape the computer.

The functions of the icons in HCID are: Status, Chat, Term, Manipulate, Act, Move, Notepad, Help, Store, and Quit. Some of these are obvious, but others need some explanation.

Status allows you to see how you're doing and gives you an idea of the temperament of Charlie and Andy. This is important as they are quite moody individuals that are helpful when they are happy.

Chat lets you discuss such diverse subjects as 'the weather' or 'reviewers' as well as giving you the chance to ask people for help.



Term is used when you want to type in something at a terminal while Manipulate allows you to perform simple actions such as wave, dig and hit as well as combining objects together to make new ones — hint hint!!

Move transfers control to the image enhancer on the left hand side of the screen which puts Jon under your direct control in order to move him from location to location inside the computer.

The HCIP enhancer will interface with either Joystick or Keyboard.

A nice thing about the Store option is that it lets you make a ROM save which happens instantaneously and means you can return to that point whenever you want.

Icon Jon has a reserve energy pack which should keep him going for quite a time providing he doesn't try making an illegal access (get it!!) which quickly drains his energy suply.

You will need to start thinking like the programmer in order to suss some of the more obscure logical conundrums such as what to do with the reggae record. Hint — think of a famous UK Reggae groun whose name is made up from two letters and two numbers!

Icon Jon is an easy to play arcade adventure that has more than originally meets the eye. For that reason it is worth playing a few times before passing judgement.

You'll have hours of fun trying to crack some of the many riddles, puns and gags contained in the more than 50 locations of Jon's techno prison accompanied by the strains of Beethoven's choral symphony.

► GRAPHICS	7
► SOUND	6
► VALUE	8
► PLAYABILITY	8

ICE TEMPLE

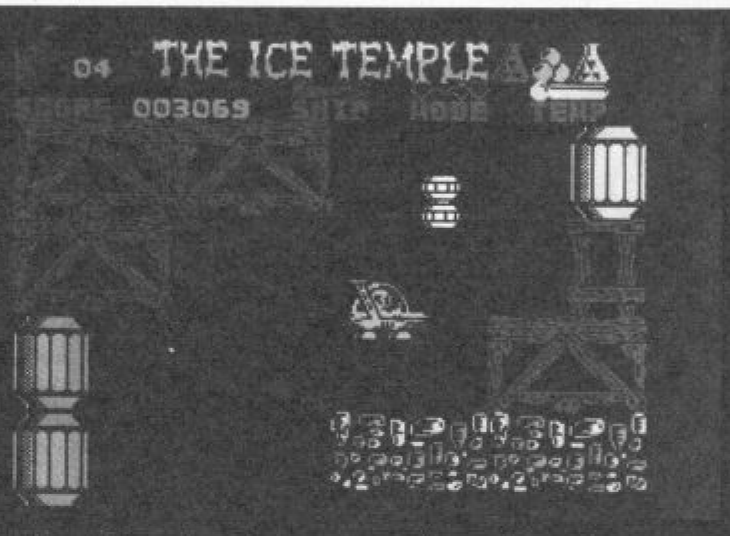
► MACHINE: SPECTRUM
► SUPPLIER: BUBBLE BUS
► PRICE: £7.95
► REVIEWER: JIM

Intergalactic space council worker and trainee mega-hero, Nick Razor, having just received his salary cheque for his last job for the council which involved going around the galaxy filling in all the black holes, decided to spend it on a brand new fuel injection over-head cam, 1600 turbo Space Cruiser — with furry dice.

But on the same day he bought it, he only had to leave it outside the newsagents, to find it gone when he came back. Some little yob nicked his motor!!!

Whoever stole Nick's pride and joy must have tripped the hyperspace button, because when eventually found, it was on a remote planet.

He tracked it down to the Ice Temple, which Nick quickly realises is just a clever disguise for a thermionic reactor which is drawing energy from the planet's core and turning the whole planet into an icy waste.



Evil aliens are using it to power their space ships and invade earth.

Nick MUST take each of the eight pieces of the reactor and dump them down the refuse chutes, so saving mankind and life as we know it . . .

OK? Ready? Then off we go! This is a game in the *Starquake* tradition. Nice graphics, good gameplay and lots of puzzles to be solved.

Nick begins the game minus his spaceship — moving around the maze-like planet using his trusty jet-pack.

But you'll soon discover that the ship is ALWAYS one location down and one to the left. Once you've found the ship you can get around a lot quicker and in less danger from the nasties which infest every screen.

You can also store objects in the ship — which is useful as you can only carry so many in the pockets of your space suit. You have to get out of the ship in order to collect things though . . .

Sometimes bits of reactor are hidden under things — so explore carefully. Watch for signposts which point the way to rooms with disposal chutes in.

Yellow force fields flash on and off and if you're quick enough you can beat them. Blue force fields need to be switched off. Watch for a switch or a credit card slot nearby — it must be the right colour card.

Blue teleports require the right colour cards. You can destroy walls by dropping bombs in rooms.

Ice Temple is a pretty playable arcade adventure. Nothing new — but very mappable and fun to play.

► GRAPHICS	7
► SOUND	7
► VALUE	8
► PLAYABILITY	8

C+VG REVIEWS 19

SENTINEL

- MACHINES: BBC/C64
- SUPPLIER: FIREBIRD
- PRICE: £9.95
- VERSION TESTED: BBC
- REVIEWER: TREVOR

Sentinel — the ultimate in game satisfaction! You'll need the patience of a chess player, the strategy of a general and the skills of a hacker to work your way through the 10,000 landscaped screens of Sentinel's world.

You become a robot — the only way you can move about the chequerboard world you find yourself in is by teleporting. Your task is to wipe out the Sentinel, a strange mechanoid being with awesome powers.

Each landscape is composed of three-dimensional solids arranged to form hills, valleys and plateaux.

There are trees — the basic unit of energy which should be absorbed where possible. To absorb any object, you place your cursor on the base of the square it occupies and press 'A'.

Remember that you too are safe from absorbtion until an enemy can see the base of the square you are occupying. You will be warned of this by the scan-indicator at the top right of your screen.

To teleport the robot creates another robot shell (if he has sufficient energy) and teleports into it.

If he wishes to increase his height, he may create one or more boulders to stand on.

It is best to gain a height advantage over your enemies wherever possible.

The Sentinel is usually in a high position on the landscape. To absorb him (your sole objective in the game) you will usually have to be above him, and this may involve positioning your robot on top of several boulders. He cannot move, but rotates (clockwise or anti-clockwise) at 1/12 of a revolution per turn.

When he is looking at you directly — his eyes are a different colour to the rest of his body — you will be scanned — as indicated by the guage in the top right of your screen.

If he can see the base of the square you occupy this gauge will fill up with distortion, if not you will only be half scanned. If he cannot see you at all you are totally safe. When you are being fully scanned your energy will be drained one unit at a time, until you are destroyed, and it is best to move out of his line of vision as soon as possible.

There may be several sentries of these on certain landscapes and they act and move exactly like a Sentinel (although they look slightly different). You will hear them turning and the effects of being scanned are the same, although there is no indication of when you are being scanned by more than one opponent except that your energy disappears faster. You must always destroy the Sentries before you can take on the Sentinel.

Obviously you should build up as much energy as you can by absorbing all available energy sources. Absorbing a Sentry is worth one robot, and a Sentinel is worth one robot and a tree.

The Sentinel is the last thing you may absorb, and no other energy may be taken once he is gone. After this you simply place a robot where he used to stand and hyperspace — this will reveal a new security code to you.

The more energy you possess when you hyperspace, the higher the new level you can





KETTLE

- MACHINES: C64/128, AMSTRAD
- SUPPLIER: ALLIGATA
- PRICE: £8.95
- VERSION REVIEWED: C64
- REVIEWER: CHRIS

Tony Crowther, a man who is known for his many works, has just come up with a game so addictive I can't stop playing the thing!

Kettle is one of the most addictive games in the world. Quote that if you like, because I mean every word.

The first thing that strikes you is the amazing sound. W.E. Music has created a sound track so bouncey, springy and loud it's the sort of thing I expect from my Amiga. (*Stop showing off! Ed*)

After selecting various options for one or two players etc, I hit the button to start the game. Suddenly, I didn't believe my ears! Rob Hubbard eat your heart out! With the tune fixed in my head I proceeded to, er well . . . proceed, I suppose.

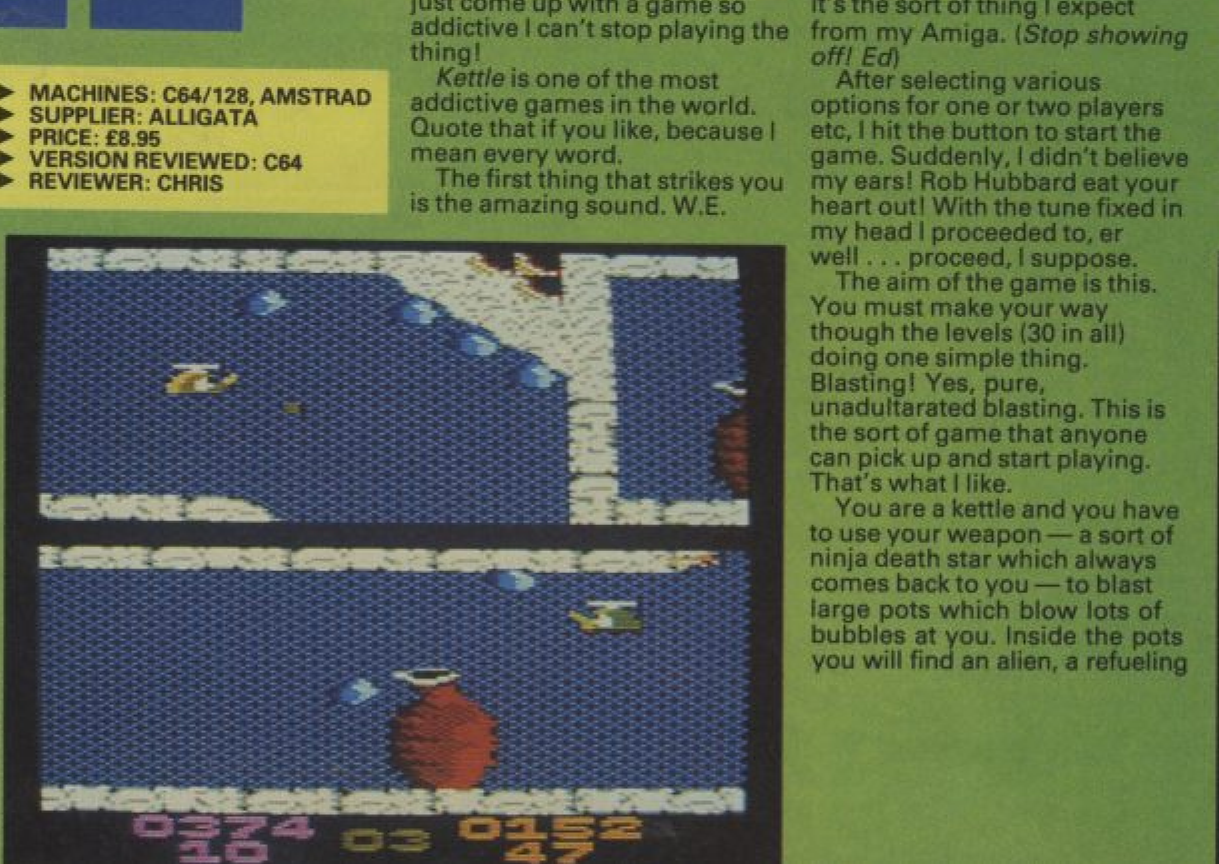
The aim of the game is this. You must make your way though the levels (30 in all) doing one simple thing. Blasting! Yes, pure, unadultarated blasting. This is the sort of game that anyone can pick up and start playing. That's what I like.

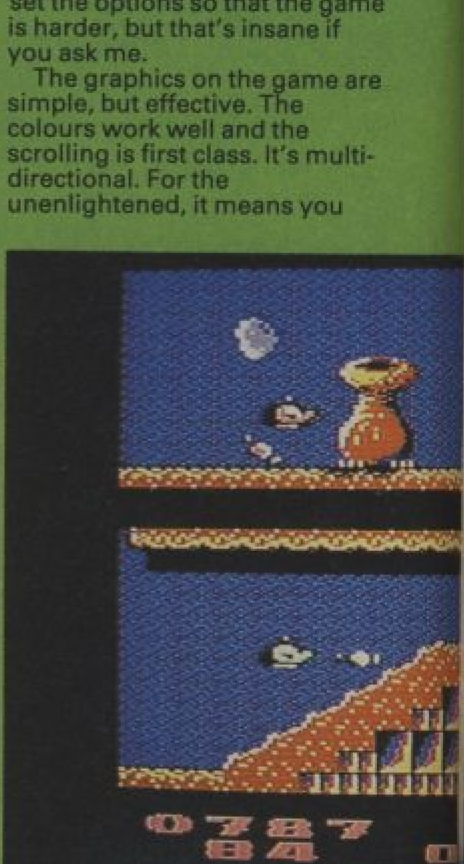
You are a kettle and you have to use your weapon — a sort of ninja death star which always comes back to you — to blast large pots which blow lots of bubbles at you. Inside the pots you will find an alien, a refueling pot or the can opener.

Contact with the bubbles is deadly, as it wears down your energy very rapidly. Once you have destroyed all the pots on a level, you will get the can opener, giving access to the next level.

This is basically all you have to do. It's that simple. You can set the options so that the game is harder, but that's insane if you ask me.

The graphics on the game are simple, but effective. The colours work well and the scrolling is first class. It's multi-directional. For the unenlightened, it means you





access.
Hyperspacing costs you three units of energy unless you are left in a position where you can absorb your old shell.

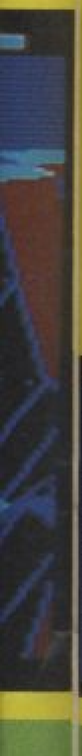
If you hyperspace without enough energy, you will be destroyed. When not immediately absorbing something it is best to remove the cursor, as scrolling is quicker without it.

There are over 10,000 landscapes to be explored. You get a glimpse of the whole area just before you materialise into a new landscape. This gives you an idea where all your enemies are — but it doesn't show where you are likely to materialise. That could be anywhere!

You need a code to access each level — and you only get these after successfully completing a level.

Sentinel is from Geoff Crammond, the programmer who brought you the much praised *Aviator* and *Revs*. *Sentinel* is nothing like his older games — in fact it's nothing like anything you've seen before. Challenging, entertaining and totally addictive. Check it out.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	9



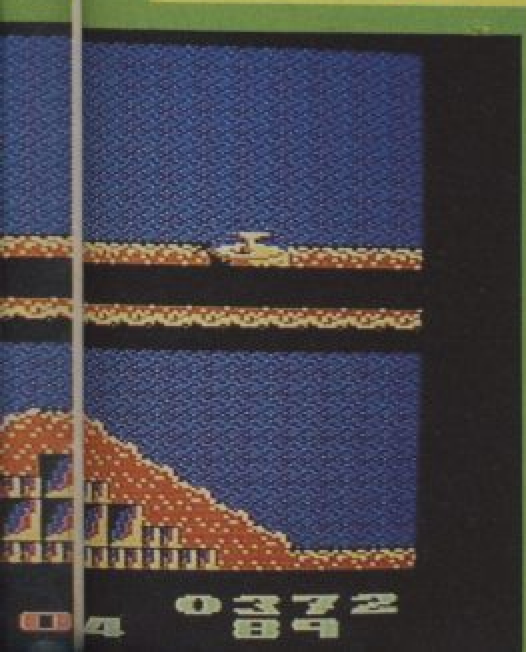


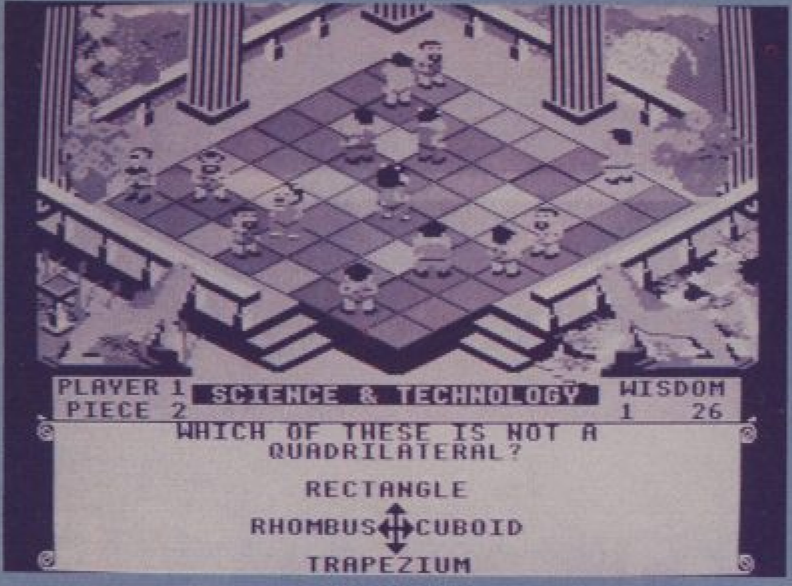
can fly your kettle every which way.

The options include one player with two kettles — which is my most favoured way to play, and certainly the easiest.

With fantastic sound, a jazzed up version of that old nursery rhyme favourite 'Polly Put The Kettle On', easy to see graphics and addictiveness beyond belief, *Kettle* is just fantastic! Well done Mr. Crowther.

▶ GRAPHICS	7
▶ SOUND	9
▶ VALUE	8
▶ PLAYABILITY	8





POWER PLAY

▶ MACHINES: AMSTRAD CPC464/6128, C64
▶ SUPPLIER: ARCANA
▶ PRICE:
▶ VERSION TESTED: AMSTRAD
▶ REVIEWER: DAVID

So often programs attempting to bridge the gap between two different types of game end up appealing to no-one.

Happily, this is not always the case as is proved by Arcana's *Powerplay*, a contribution to the ever growing catalogue of *Trivia* games

Capitalising on this latest software boom, Arcana has taken the *Trivia* concept one stage further setting the whole proceedings on what looks like a multi-coloured chess board.

It seems that the gods themselves cannot decide who is the wisest and most powerful amongst their number — lending further weight to the theory that man was indeed created in god's image.

To settle things once and for all Zeus has devised a battle of sheer wit and speed called *Powerplay*.

Each diety will have at his disposal four warriors to fight the battle for him, according to his commands.

There are four types of warrior. In ascending order of strength these are Hercules, Cyclops, Minotaur, and Satyr — the most evil and powerful warrior (well half man, half goat) of them all.

Once the main program is loaded you must choose the question file you want to use. This can be one of the four that come with the game consisting of 2,000 questions in all, or one that you have prepared yourself using *Powerplay's* excellent question compiler.

Having chosen the number of players, you must then decide on an overall difficulty level for the game. This sets the time limit each player is given to answer a question which ranges from 10 seconds (tough) down to 2.5 seconds which I found rather short as it takes you that long just to read the question.

In a game flexible in so many areas it is surprising that players are not given the option of setting a collectively agreed time limit for their contest.

Each player must then decide what method of control they want to use. Although more than one player can use the same joystick, when it comes to a challenge the second player has to use the keyboard, which can be fiddly. The keys Arcana has chosen are a little too close together.

Each god (that's you!) starts with three Hercules and one Cyclops, grouped together in one corner of the board. The winner is the god who eliminates all his opponent's warriors from the board. At the start of each go you must choose which warrior will be asked the next question.

Questions are on one of four subjects dictated by the colour of the square on which a warrior is standing. The subjects are: general knowledge, sports and leisure, science and technology, history and geography.

If a warrior correctly answers a question, points will be added to his wisdom score. And you can move him to any adjacent square not already occupied by one of your other pieces. The colour of the square on to which you move any warrior will determine the subject of the next question he is asked.

There are two exceptions to this rule. Firstly there are four magical squares on the courtyard, coloured cyan. When stepping on one of these a warrior will be randomly transported to another cyan square, or even back to the one he is already standing on.

Also, the subject of a challenge question is randomly chosen by the computer.

The more time taken to answer a question, the less points will be awarded. If no answer is given within the time limit play passes to the next player with no loss of points.

If, by correctly answering a question, a particular warrior's wisdom score exceeds 25 you will be asked whether you want to mutate that piece.

Press the fire button and the warrior will begin spinning and mutate into the next strongest warrior type. Of course, the mutation process uses up 25 wisdom points.

The advantage of mutation is that a player can withstand more challenge defeats before being eliminated.

The disadvantage is that the questions presented to stronger warriors become more difficult.

Trying to move on to a square occupied by an opposing piece will initiate a challenge, in which both warriors will be asked the same question.

The question will be on a random subject at the difficulty level of the stronger piece contending.

The player answering first wins the challenge providing the correct answer is given, but loses the challenge if the wrong answer is given. If neither player answers the question within the time limit the challenger loses the challenge.

The piece belonging to the player who loses the challenge is mutated down a level of strength, but no wisdom points are restored in the process!

Although the four quiz files that come with *Powerplay* should keep you occupied for many a long winters evening, you can create new ones using *Powerplay's* question compiler.

Each file you create has four topics and you must give each question a level which determines which type of warrior will be asked it.

Although time consuming, the compiler is a good addition to the package which will prolong its lifespan if you're prepared to invest the time in thinking up questions.

Powerplay is easily the most imaginative computer *Trivia* game to hit the streets and I wouldn't be surprised to see more quiz files appearing, either from Arcana themselves, or even from third party software houses or individuals who fancy themselves as budding Magnus Magnussuns.

▶ GRAPHICS	4
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	8


DONKEY KONG™
from Nintendo™
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Donkey Kong
HELP!
The Beautiful Girl
FIGHT!
The Brave Carpenter
Cabarga

C+VG REVIEWS 21

SUPER HUEY II

▶ MACHINE: C64
▶ SUPPLIER: US GOLD/COSMI
▶ PRICE: £14.95 (DISK)
▶ REVIEWER: TIM

No, a *Super Huey* isn't something Australians do after consuming too much Fosters. It's a terribly sophisticated helicopter. And this simulation is the sequel to last year's terrific flight-sim from Cosmi.

Super Huey II offers more missions, more controls and more reading matter! You'll need to spend at least a morning reading up the flight manual. Fortunately, the comprehensive instructions also include quick start details, so you can be up and flying within a matter of minutes. Actually achieving something once you are up is another matter entirely . . .

Navigation is the thing you'll really have to come to grips with to get the most of this simulation. Othewise you will just hover about in a fairly aimless fashion. The Huey is equipped with an impressive range of navigational equipment — and you could be forgiven for thinking that you need to be a real pilot to understand it all! Perseverence is the key.

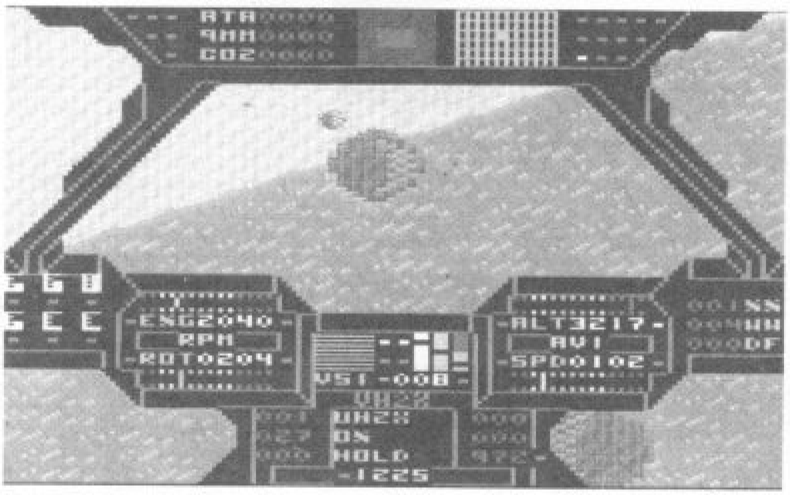
If you played the original Huey simulation you'll find taking off and flying pretty easy. Even if you didn't come across the first game it won't be long before you're up in the wild blue yonder. Then it's just a matter of learning how to use the on-board computer, navigation systems and generally managing to feel at home in the cockpit.

You can select any one of six missions from the menu. They vary in flying skill requirements and navigational ability. Some are pretty straightforward blast-the-enemy type scenarios. Others are more complex flying missions.

The missions are:

Renegade: A UH1X helicopter has been stolen by a madman who threatens to destroy all the bases in the area. Only the UH2X has a chance to stop him. As a challenge, he has sent a message saying he will follow a square course from base to base and will save the main base for last. However, he has not said which direction he will be travelling in. Try to intercept him. That gets easier as more bases are destroyed.

Brush Fire: The rolling hills of California are burning again. With UH2X's new fire fighting abilities, you can help. Get location reports on the computer and get there fast! Remember, fires spread. The longer it takes, the more damage is done. Fighting the fire with UH2X is like a bombing run. Fly over the fire using the thermal image and release the Co2 when the hot spot is centre screen. Hovering over the fire to release Co2 may put the fire out more quickly but the helicopter's external temperature will rise quickly too. It's up to you which method to use. You must return to base to refill the tank.



Gulf of Terror: You are on carrier duty in the Mediterranean. Your job is to report on possible terrorist activities. There are gunboats and submarines patrolling all the shore and hostilities could flare up at any time. It is inadvisable to fire on unprovocative vessels but you are free to defend yourself if necessary.

Oil Fire: An American Oil Drilling Operation has come under attack by hostile intruders. The rigging has been set ablaze and working crews are in jeopardy. The UH2X, with its fire fighting, defence and rescue abilities has the best chance of dealing with the situation.

Bermuda Triangle: The hurricane season has come to the Florida region. The UH2X is assigned to weather reconnaissence in the infamous Bermuda Triangle and no other information on your mission is available because no one really knows what will happen in "the Devil's Triangle."

Arctic Rescue: At a Scientific Station near the Pole, the UH2X encounters some of the most severe conditions for flying possible. Researchers may get lost in a blizzard, or fall into constantly moving crevices in the ice, or other helicopters may go down in gale force winds.

Super Huey II is a very slick flight simulator. It's not one for beginners and it won't appeal at all to zap fans. It's simply too complicated.

Complex, challenging and interesting to attempt. *Super Huey II* will go down well with those hard-to-please flight fans everywhere.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	8

C+VG HIT!

HOPELESS

▶ MACHINE: C64
▶ SUPPLIER: RADARSOFT/ARIOLASOFT
▶ PRICE £9.95/£12.95 (DISK)
▶ REVIEWER: CHRIS

Hopeless! What a name for a game. It's almost like trying to stop a game selling before it hits the streets.

Still, back to the plot! *Hopeless* is a game about Al Bluntz and his battle against the Manic Monk.

The Manic Monk has kidnapped Al's girlfriend. Being a hero, Al sets of to rescue her and destroy the Monk. Good for him!

The Monk has transported the captive and himself to a far away solar system. So Al grabs the nearest space shuttle and heads for the stars. On reaching the Monk's lair he discovers that he has set up a defence system which consists of hearts!

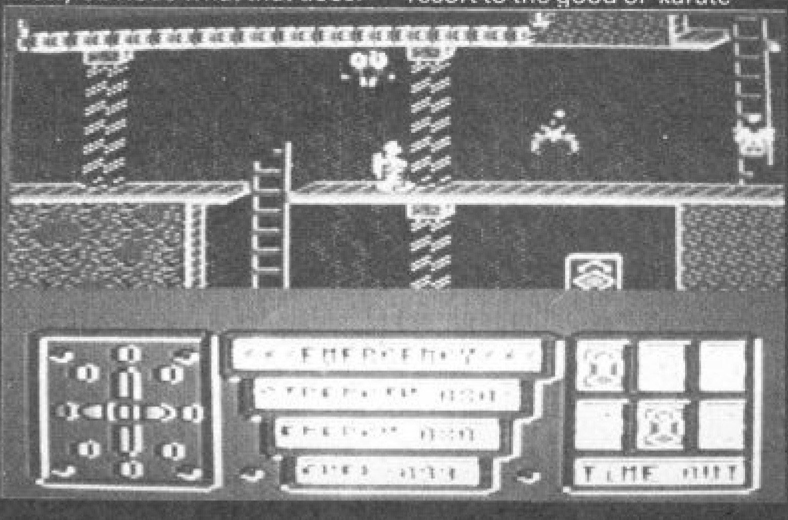
Yes, computer controlled hearts are all that stand between you and the lovely Jane. Oh, I forgot to mention that there are also at least ten or 11 different nasties all after your hide as well. Nice to know you're wanted!

Al has some of the most modern equipment to enable him fight his way to the heart of the system.

In his kit he has a laser. Pretty obvious what that does. A defence shield. This produces a wall of energy around Al destroying anything that comes in contact with him. You can't move when this is active.

And also a jetpack. This gadget allows you to fly around the screen instead of walking.

On top of all this lot, you can resort to the good ol' karate chop and kung fu kick — is as good as any laser. Just ask Chuck Norris. Besides that, all the gadgets use up energy which, as any gamester will know, is extremely rare these days.



You walk around the screens — about 200 in all — which scroll smoothly. The screens are full of ladders, nasties and terminals.

Terminals can do different things, from teleportation to giving extra power to your weapons.

Your character is small, animation is crude and general effects are boring. Still, graphics aren't everything. Are they?

This game is — no, I'm going to be cheap and say 'Hopeless' — fairly standard and is nothing to get excited about. But, for all you heroes out there, Jane needs to be rescued. Quick!

▶ GRAPHICS	6
▶ SOUND	5
▶ VALUE	7
▶ PLAYABILITY	8

MACHINES: SPECTRUM/ AMSTRAD
► SUPPLIER: US GOLD
► PRICE: £8.99 (SPEC) £9.99/ £14.99 (AMSTRAD TAPE/DISC)
► VERSIONS TESTED: SPECTRUM/AMSTRAD
► REVIEWER: TIM

INFILTRATOR

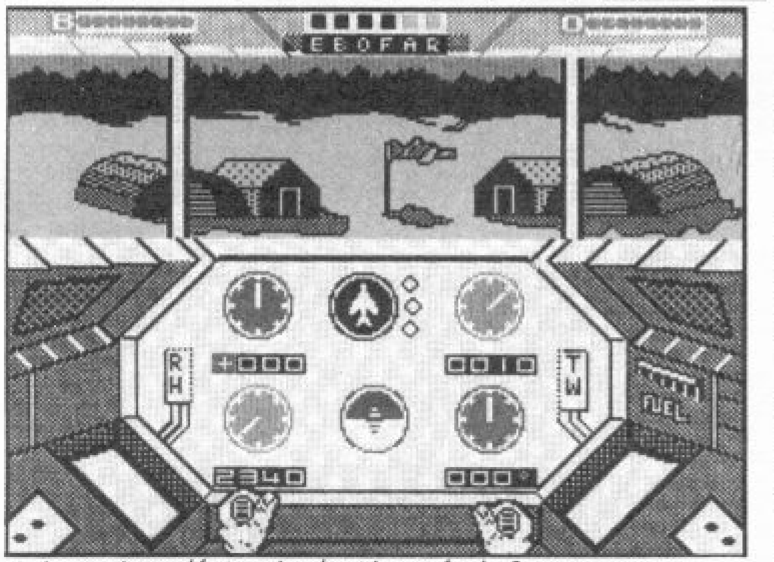
Infiltrator must have the most amusing and readable instructions in the history of computer games. A joke a minute, and well worth reading all the way through.

This is the game that 64 owners have been talking about all summer long and boring the pants off gamesters who own a different machine. Now Chris Gray's action adventure is out for the Spectrum and Amstrad, and a pretty good conversion it is too.

OK, the graphics might not be as impressive as the original — perhaps that's why they used the 64 screens for the packaging? But the addictive gameplay still lurks beneath the surface.

If you don't know about the game the basic idea is this: The bad Mad Leader is threatening to destroy the world. And you, in the role of Johnny McGibbets, all round good guy, have to defeat him.

Jimbo, as we've all come to call him, has at his disposal a highly sophisticated and horribly beweaponed helicopter code-named the Whizbang Gizmo DHX-1. He has to use this to carry out three very special missions in order to defeat the Mad Leader.



▲ *An amusing and fast moving shoot-'em-up for the Spectrum.*

Each mission involves flying your Gizmo chopper through enemy defences, landing at an enemy base, infiltrating it to live up to your name and completing a task.

Mission one involves photographing enemy plans. Jimbo is equipped with a special Infiltrator kit which consists of sleeping gas, explosives, forged papers, a mine detector and a camera.

Our Jimmy dodges guards and explores the enemy base. But some guards are smarter than others and they'll raise the alarm when they spot your forged ID.

Squirt them with a bit of gas and make your getaway. Get the pictures of the plans and rush back to the Gizmo. Then it's back to base where another mission awaits.

Mission two involves rescuing Dr Phineas Gump and destroying the enemy weapons lab. In mission three you have to find and destroy the Mad Leader's ICBM launch and tracking base — this is the most important mission.

Flying is fairly easy — unless you meet another aircraft. Then you have to guess if it's a friend or an enemy and respond to its request for a computer password. INFILTRATOR for buddies or OVERLORD for baddies.

Get it wrong and boy are you in trouble. It's then that the Gizmo's missiles, flares, machine guns and other bits of hardward really come into play. Avoid enemy fire by using flares and chaff to decoy them away from your 'copter. Blast the enemy with your heat seeking missiles and shoot them down with your guns. Sounds easier than it is in practice.

Both Spectrum and Amstrad versions are fairly similar — with graphics minus the 64 frills. Sound is a bit better on the Amstrad but the playability is good on both versions.

If you've played the 64 version of the game then you'll find these versions initially unimpressive. But give Jimbo a chance and you'll be hooked. Especially if you want a game that's going to last you throughout thelong winter nights.

	SPEC	AMS
► GRAPHICS	7	8
► SOUND	8	8
► VALUE	6	7
► PLAYABILITY	8	8

MACHINES: SPECTRUM/ AMSTRAD
► SUPPLIER: MELBOURNE HOUSE
► PRICE: £8.95/£9.95
► VERSION REVIEWED: SPECTRUM
► REVIEWER: TONY

MARBLE MADNESS

Here's a nifty bit of software that no true MM fan should be without — the only problem is that 64 owners aren't likely to get a chance to play around with this useful utility because Melbourne only have the rights for Speccy and Amstrad.

What you get is the normal *Marble Madness* game plus an editor which allows you to construct your own MM tracks — complete with all the nasties like bubbles, oil slicks and Mary Poppins flying umbrellas. All the ingredients of the arcade classic.

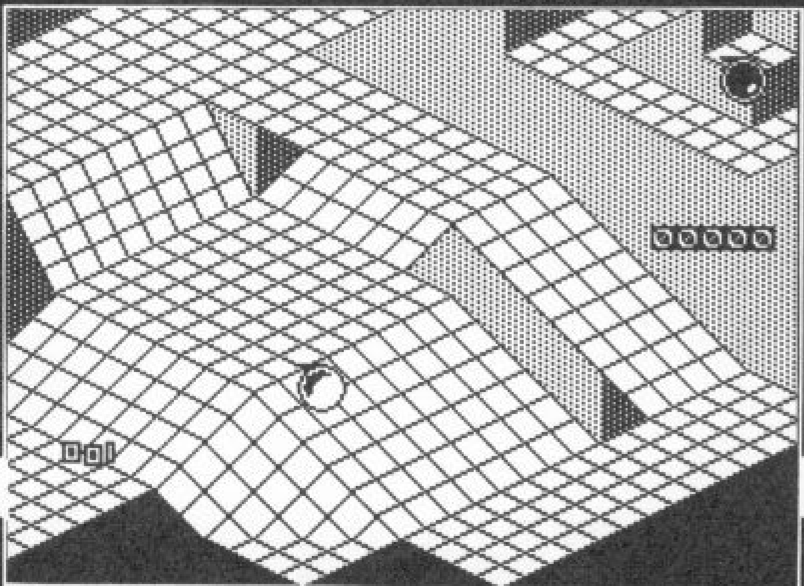
You can build your tracks from scratch or simply edit the ten different tracks already included in the program.

The construction screen shows a smaller version of the play area with icons representing the different MM track sections ranged down the right hand side of the screen and the nasties/bonus scores/ options along the bottom of the screen.

When defining a playing area you are free to move the cursor over any part of the screen. To place a new piece, move the cursor over the shape you want, press fire, that shape appears as a cursor in the play area, where you can move it to the desired position and press fire again to drop it.

To delete a piece, move the cursor over it and press fire. All other aliens and special features are placed using the cursor and the fire key.

▼ *The Construction Set adds a new dimension to a classic game.*



Once you've built a track you can try it out by selecting the "test" option. And if it doesn't work out you can go back to the edit mode to put things right.

You can go on adding screens until the memory is full up and then you can save your designs, and go back to creating more new MM challenges.

Fancy a break from building? Then just go back to the main menu and select the play the game mode. This gives you as good a game of MM as you can expect on the Speccy.

The construction set makes MM a whole new ball game every time you play!

► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	8

NOSFERATU

- ▶ MACHINE: AMSTRAD
- ▶ SUPPLIER: PIRANHA
- ▶ PRICE: £9.95
- ▶ REVIEWER: PAUL

I am getting to like *Nosferatu the Vampyre*. Honest. Cross my heart and hope to . . . well, just cross my heart.

Right, pass the garlic and it's into a world straight out of Ultimate. Slick, three dimensional graphics, a central character walking about, exploring and picking up various objects.

The game is based on the film *Nosferatu the Vampyre* and the story is that of Dracula. It's divided into three sections: Dracula's Castle, The Town of Wismar and Lucy's House. Each must be completed before the vampire is destroyed and his blood lust ended.

In Dracula's castle you play the part of Jonathan Harker, an estate agent sent to visit Dracula in order to complete the sale of property in Wismar. It doesn't take Jonathan long to discover he's in the home of a vampire.

Harker wanders around the castle, through bedrooms, bathrooms and kitchens, picking up objects such as lamps and a crucifix. Huge spiders crawl across some of the floors. If you touch these there's a strange noise.

I assume this depletes some of your energy. At the bottom right of the screen a coffin gradually pops up onto the screen signalling his demise.

The quickest way to die I found in this section is to go into a galleried room, with a fierce looking dog pacing up and down. Immediately a cloud of bats swoop down, sucking the energy from Harker at an alarming rate.

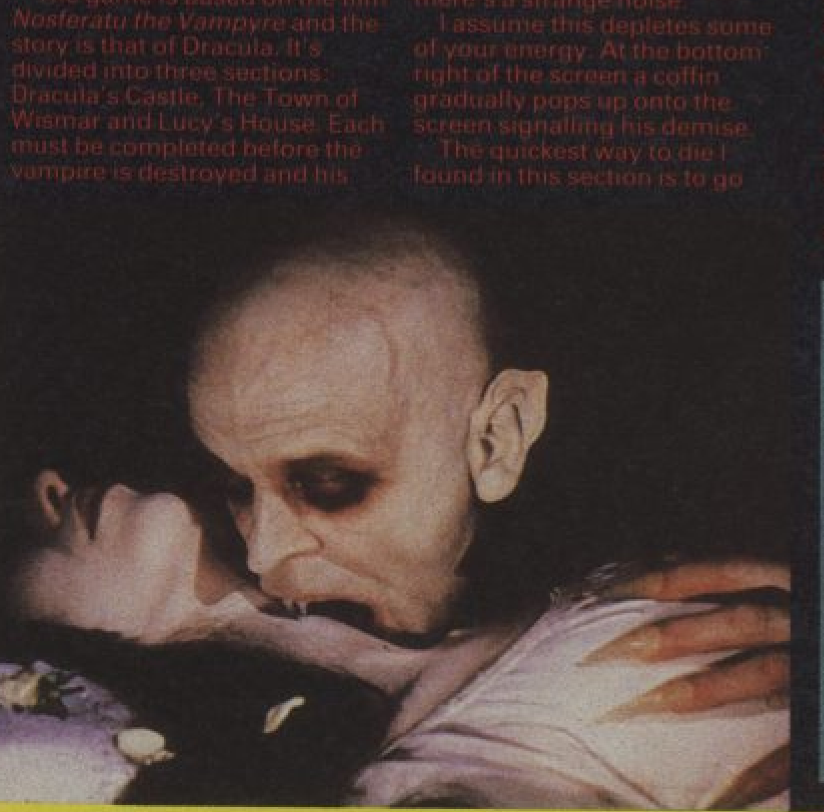
The next section of the game is set in Wismar. Here you control three characters — Harker, Lucy Harker, and Van Helsing. Nosferatu has also turned up in the town, drawn by a lust for Lucy.

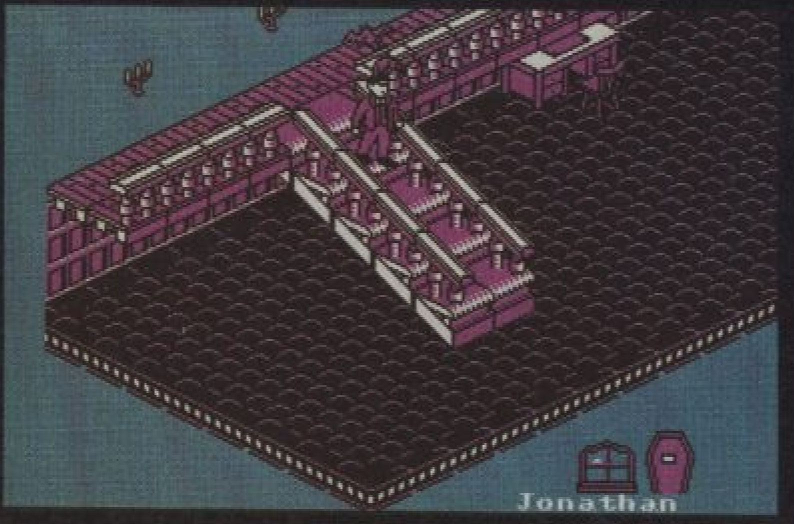
The final section of the game is set in Lucy's house and you play the part of the girl herself. She must lock Harker and Van Helsing in a room otherwise they will try to stop her final showdown with the vampire.

Once out of the way, Lucy can lure the vampire to her room to meet her destiny . . . by keeping Dracula with her until dawn.

If you like Ultimate style games and haven't become fed up with the format, then *Nosferatu* will be a worthwhile investment and something to get your teeth into.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8





DR WHAT!

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: CRL
- ▶ PRICE: £7.95
- ▶ REVIEWER: TIM

What is where Why should be, but When is with Where and what they are up to is anybody's guess! Where What is, why Where is where What is and When will What get to where Where is and when Why will arrive are just some of the questions which remain to be answered when you play CRL's mind-boggling arcade adventure *Dr What!* That and how to get to see the Jelly Baby of Infinite Wisdom, of course.

This game sneaked out pretty much unheralded through a time-warp somewhere in East London. And before we go any further I'd like to point out that it has absolutely no connection whatsoever with the long running TV show, *Dr Who*. Just because the heroes are Time Lords doesn't mean a thing. And anyway, Who isn't where What — (*Don't start that again! Ed*).

You control the four Doctor's who start the game in four different locations. But if you heln them find the Trydis(!) keys they'll be able to start time-travelling around all over the place.

The game is packed with arcade adventure type puzzles — with extra added CRL type humour. Objects have to be found and used in order to complete certain tasks — but quite what the final, ultimate, meaning of life, universe and everything object of the game isn't quite clear. Yet. I'm sure one of you will be able to tell us what it's all about in the near future.

To start you off here's a couple of tips. One of the doctor's will come across a Dalek who wants to exterminate, exterminate, exterminate him. He has at his disposal a baseball hat. He should pick up the hat and USE it, by hitting the appropriate key. The hat will fly through the air with the greatest of ease and land on the dalek's head, blinding him and rendering him totally useless.

Moving on, he'll come across Pruneface the daleks' boss. This unsavory character fires laser beams at the Doc. He can be beaten by getting a mirror from the bathroom — sounds like a cue for a song! — and USE it to reflect the beam back at Prunechops knocking him out.

That's the sort of lateral thinking *Dr What!* demands from the player.

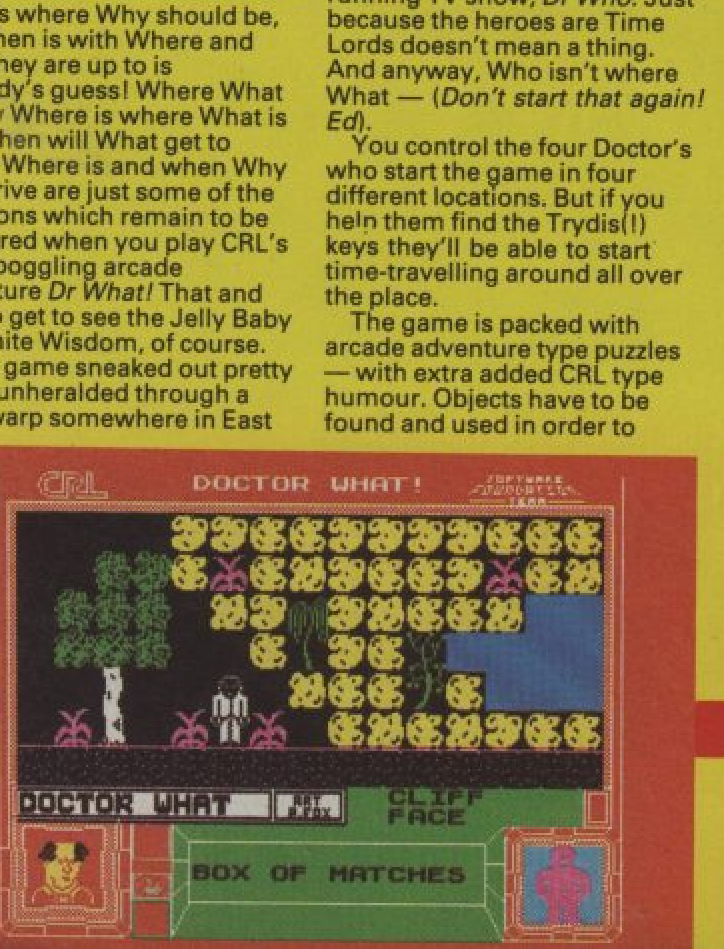
You can play the game if only one doctor is left alive but you're obviously not going to complete the game single handed.

Graphics are good, sound is as you'd expect and gameplay is, well, arcade actionish. The puzzles are funny and not too hard to beat.

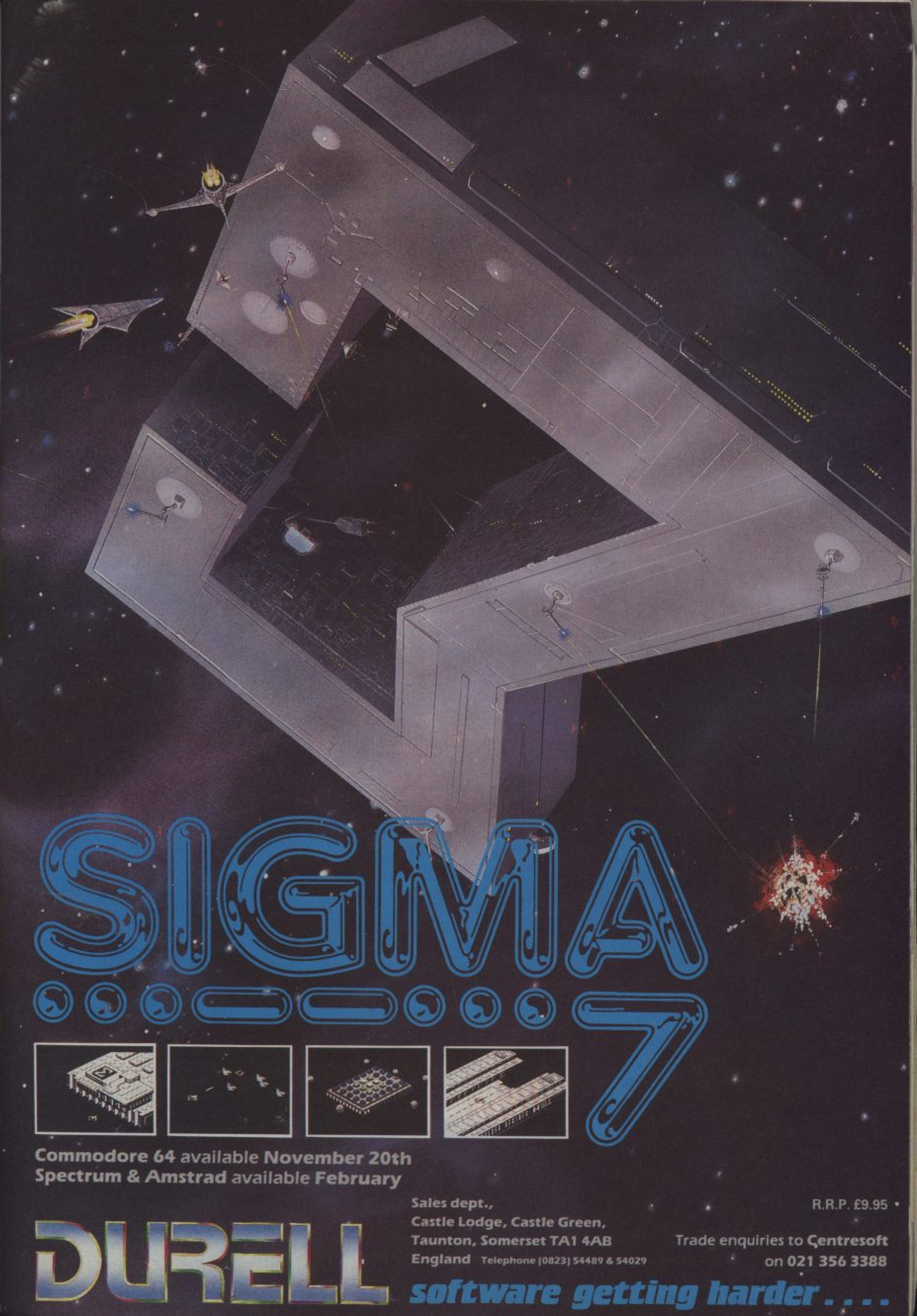
Dr What! is a surprisingly entertaining offering with a few original twists. If you're an arcade adventure addict, you won't want to miss it.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	8

C+VG HIT!






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Imagine
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Screen shots taken from various computer formats
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.

BMX SIMULATOR

- MACHINE: C64
- SUPPLIER: CODE MASTERS
- PRICE: £1.99
- REVIEWER: CHRIS

If you LIKE BMX, but don't like the things that go with it — broken legs, arms and necks — this is the game for you!

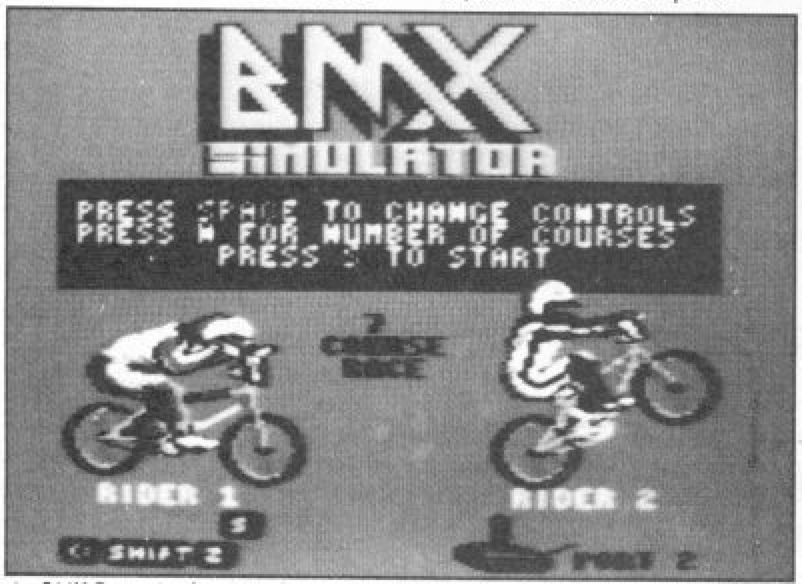
BMX Simulator is about as close as you'll get to the real thing without injuring some part of your anatomy. With its two player option, action replay mode and colourful graphics this has to be one of the best games around for under £2.

You and the computer are lined up, ready to start. Bikers ready, pedals ready, GO!! Carefully turning the bike at an angle which has to be accurate, everything! As you start, the computer takes the lead, using skill like you've never seen to take the most dangerous of corners. This computer biker is good!

On the next course, you learn about one of the most annoying parts of what is otherwise a super game. This irritating aspect is the fact that if you and the computer collide, only YOU come off. Yes, you lose time and the machine just keeps going.

This gets really bad when you are just about to win. You are neck and neck. Then the computer turns into you and POW!, you're out! What a cheat!!

If you think the computer



▲ *BMX Racer is about as close as you'll come to the real thing on a computer.*

you speed around the corner, avoiding the steep banks of earth. The computer knows how to play too, and is very good at catching up.

You zoom around the track, using the brake carefully, using the banks to turn, and using a box of Kleenex to wipe away the sweat from your face.

You've done two laps, and are coming up for the last one when . . . bang! . . . you hit a post and come flying off. The crafty computer takes advantage, speeding and then leaving you in the distance. The computer wins, you lose. But, you did it within the time limit and have qualified for the next course. Phew!

This track looks harder, more banks, more posts — more cheated or you want to see that little bit of skill that saved you, pressing 'A' gives an action replay of the whole affair.

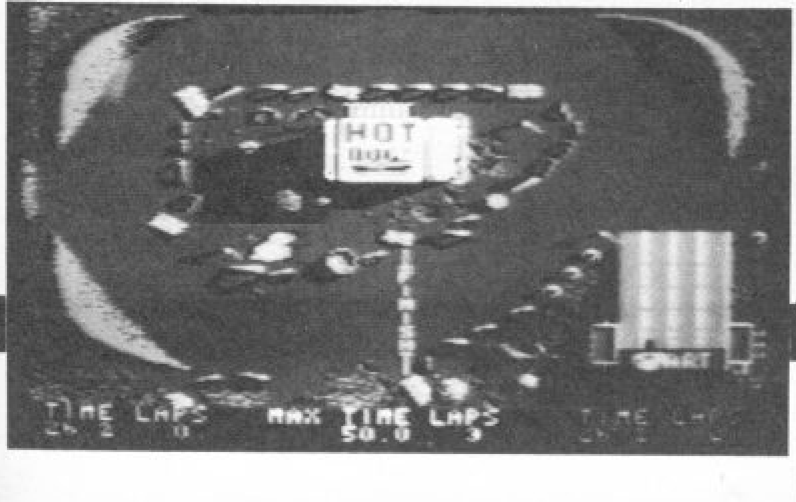
When you finish, you are told who is the winner, and you're given the scores. If you are playing in two player mode, you get a rather short awards ceremony.

The tracks are graphically quite good, the only moan is lack of colour, but that's the limit of the machine. The music, although short, is very good and Dave Whittaker should be proud of himself. A great game for the price, very entertaining.

GRAPHICS	7
SOUND	8
VALUE	9
PLAYABILITY	7

C+VG HIT!

▼ *Choose a two player game or race against the computer's bike expert.*



C+VG REVIEWS 24

YIE AR KUNG FU II

- MACHINE: C64
- SUPPLIER: IMAGINE
- PRICE: £8.95
- REVIEWER: PAUL

If you can flog it once, you can flog it twice. That's always been a philosophy close to the heart of software houses. And when you've got a game as good as Yie Ar Kung Fu it's no bad deal for the punter as well.

It's more of the same, a lot of bop, bam, boom as the fists and feet fly in all directions against seemingly endless warlords of the Ye Gah Emperor.

The Kung Fu master you control is Lee Young. In my case he would be better named Die Young because that is what he did. I became very used to ending flat on my back with my legs waving in the air.

Right, here's a quick run through of the Emperor's henchmen. First comes wave after wave of midget fighters.

Next up is the first of the real baddies — Yen Pei, who besides having deadly fists and feet, has an iron pig tail which he swings around his head. It also has the unnerving habit of suddenly stretching out right across the screen to thump you straight in the mush.

Each of the following gang has a special feature — it's always lethal.

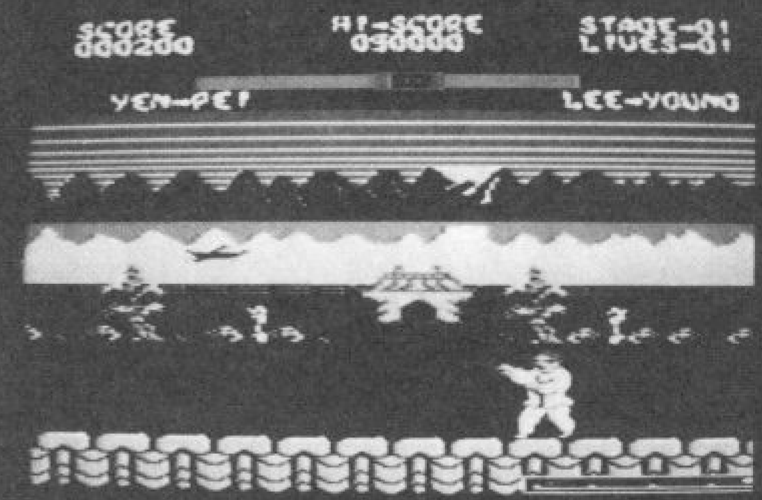
Lang Fang has a fan (it's not me) which causes more than a flutter in the breeze.

In earlier versions of the game it wasn't Po Chin's bad breath you had to worry about. It was far nastier and far ruder.

Then there's Wen Hu, with his flying mask, Wei Chin, a boomerang specialist, Mei Ling, who does more than just look daggers at you, Han Chen, who lobs bombs, and finally Li Jen, who's more than a little flash with his lightning bolts.

There are various ways to improve your energy. Knocking out the midget fighters in sufficient numbers gives you a tea leaf. Get five and you can brew up a cup of energy-giving tea.

Great graphics, music and sound effects combine to make *Yie Ar Kung Fu II* another winner.



GRAPHICS	9
SOUND	9
VALUE	9
PLAYABILITY	9

C+VG HIT!



Terra COGNITA

- MACHINE: SPECTRUM
- SUPPLIER: CODE MASTERS
- PRICE: £1.99
- REVIEWER: TIM

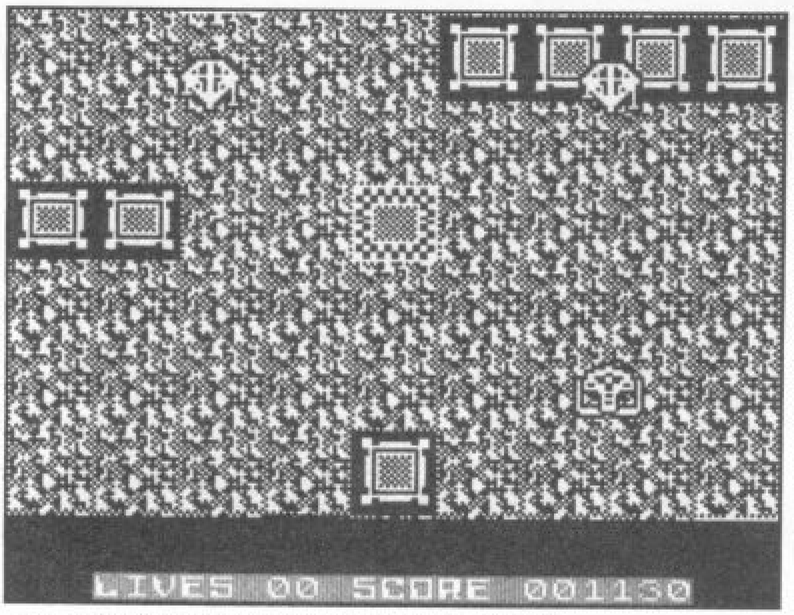
Here's a surprisingly playable little game on the new Code Masters budget label. It's the brainchild of Stephen Curtis, the programmer who brought you the budget hit Non Terraqueous.

It's shoot-'em-up with a difference — in that you can fly over squares of the planet's surface which give you extra fuel, extra lives, make you speed up or slow down and other interesting and unexpected effects.

The game is shown on plan view, with the landscape scrolling down. You have to make you way over 100 screens of tortuous terrain to the mother ship waiting at the end.

Force field beams rise up off the surface. Should your ship hit them, it will explode. Droids, controlled by the computer, come at you in wave after wave.

You have a photon laser beam, that will shatter the Droids if you are on target.



▲ *Terra Cognita is very playable and great value at £1.99.*

Your current fuel status is shown as a bar at the top of the screen. Should you run out of fuel, you'll plummet to the surface of the planet and explode. You can pick up fuel by flying over fuel zones, marked with a big 'F'.

You can fly at three speeds. These are dehyped proton drive (slow), standard proton drive (medium), and warp drive (fast). Upon entering or exiting these speeds the screen will flash. You speed up or slow down by flying over '+' or '–' signs on the surface.

Shooting the Droids gives extra points. You can, however, pick up bonus points by flying over a bonus area, marked with a 'B' — simple 'aint it!

Avoid the time shifts!! These will disrupt the space/time continuum, and take you back to screen one.

Every time you die, you start off on a launch pad. These launch pads are the ONLY flashing things you can fly over.

You can also pick up force field generators that make you invincible for short periods.

Very playable and great value. *Terra Cognita* should prove to be a budget hit.

GRAPHICS	7
SOUND	7
VALUE	9
PLAYABILITY	8

HEARTLAND

- MACHINES: AMSTRAD/ SPECTRUM
- SUPPLIER: ODIN/FIREBIRD
- PRICE: £9.95
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Another slick Amstrad conversion from Odin. *Heartland* was originally released on the Spectrum a couple of months ago and, by all accounts, did very well, thank you very much.

For those of you that were unlucky enough to miss the Specy version the story goes something like this.

Eldtritch the wizard, a goodly soul if ever there was one, has left the Heartland for pastures new. Before he went he built up a healthy reputation for slaying dragons, rescuing damsels in distress and all the other heroic deeds wizards get up to. All his knowledge was passed down in a book left to the Heartland to protect it from evil.

One of the nastiest pieces of work Eldtritch had to deal with in the Heartland was a character by the name of Midan, the dreaded Black Warlock, and the wizard's arch enemy. During their last barney Midan cast the last chapter of Eldtrich's book to the seven winds, thus neutralising its power.

Your task is to find the last six pages of the book before Midan's evil spreads throughout the land. Unfortunately, to confuse you, Midan has also left six 'dark' pages in the Heartland, which must be destroyed or your quest will have been in vain.

Screen layout is crisp and colourful using the Amstrad's 16 colour mode showing a side-on view of each location in the five lands containing the light and dark pages.

Locations are linked by doorways through which you can move into, or away from, the screen, as well as exits to the left and right which means that the only sensible way of mapping *Heartland* is by making a plan view map of each level.

There are two of Midan's cronies in almost every location. They can be stunned temporarily in a number of ways, all of them violent.

Either zap 'em with your trusty magic top hat or fling a fireball or a dagger at the little blighters, but watch out for the large flying star clusters — they will quickly drain your energy.

Bubbles, on the other hand, will give you more strength while little star clusters will give you temporary protection from Midan's hit men.

The game begins in your bedroom, but there's no time to rest as your energy disappears at an alarming rate, possibly a little too fast. In each of the first four levels there are two pages to collect with a further four in the final level set in the village.

When you have found the first two pages it's back to the bedroom in time to be transported to the next level.

You can only carry six pages at once so it is important that dark, unwanted, pages should be destroyed. This is done by picking up a seventh page, which immediately causes the first one you got to be released. Repeat the process until a dark page is released and then zap it.

The status area at the top of the screen shows energy, time, and what spells you are carrying together with the number of pages so far collected. The face of Midan will also appear and disappear depending on how many star clusters and cronies you come into contact with and the larger the warlocks face the higher is your energy drain.

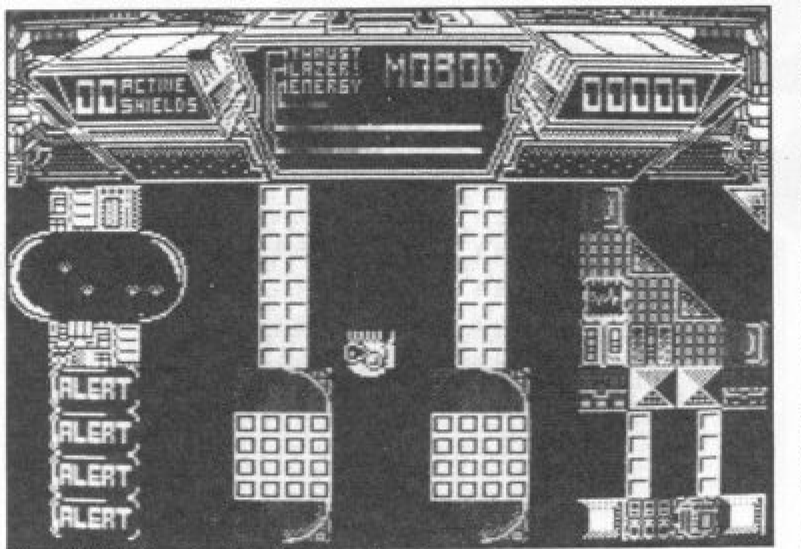
Heartland is destined to be a hit on the Amstrad and should appeal to the thousands who spent last summer glued to *Sorcery Plus*.

If you're after a pretty arcade adventure liberally garnished with zapping, good sound effects and music then *Heartland* is for you.

GRAPHICS	8
SOUND	9
VALUE	8
PLAYABILITY	7

TERMINUS

- MACHINE: SPECTRUM
- SUPPLIER: MASTERTRONIC
- PRICE: £2.99
- REVIEWER: PAUL



▲ *At £2.99, Terminus is a Christmas bargain.*

Tonight there's gonna be a breakout. The Wanglers are on the loose again, determined to bust their mainman and boss out of the pen.

These villains, or heroes — depending on your viewpoint — have spread chaos throughout the galaxy with their anti-education campaign. But time ran out when the law ran in for the gang's boss, Spike.

He's now held deep within *Terminus: The Prison Planet*. Powerless, he languishes at the mercy of the system.

But the other Wanglers are determined to free him. Not much is known about Terminus because nobody gets out to tell. Controlling the four Wanglers you must enter the vast maze of Terminus, explore, avoid or kill the many guards and hopefully free the boss.

The four Wanglers all have different abilities which can be used in different parts of the prison complex.

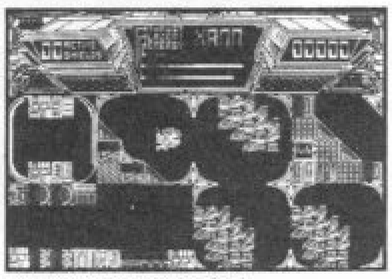
Mobod and Xann: These move by flying. Once their thrust/energy drops off, they get grounded until they can recharge. The indicators are at the top centre of the screen, under their name. As with all four Wanglers their suits protect them from the energy fields and hostile objects as long as the batteries are charged.

Magno: An expert cat burglar who can hang from the ceiling. handy for getting him past most traps, as long as there is a ceiling to cling to.

Spex: He can walk around, but prefers to bounce everywhere, steering around in the air as he does so. To get him to climb vertical shafts is difficult at first, but once you get the knack this is one useful character!

Teleports link the different security zones. The main system will return you to Command centre, where the rest of the gang wait.

There are recharge units throughout the complex which replace lost energy in the



▲ *More maze-type fun!*

Wangler suit batteries, if you can find them.

There are energy locks restricting movement around the complex. They are controlled by computer activators which look like huge TV sets. At the left side of the screen is a platform. Standing on it will turn the machine on selecting one of four possible doors. Leave the platform when the arrow on the screen points to the one you want open. To the right is the teleport receiver. Stand on it to "login" your position.

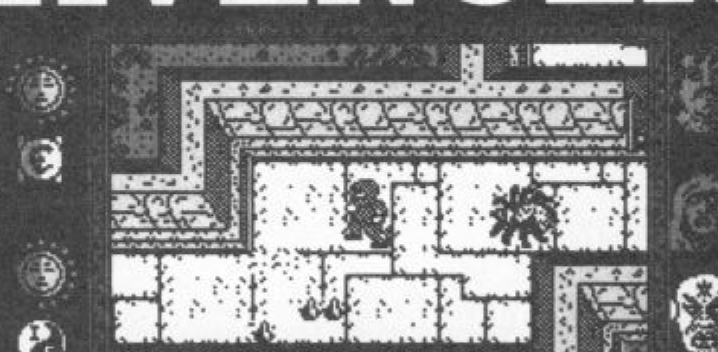
Your scanner has a range of $\frac{1}{16}$th the width of the prison cells and $\frac{1}{32}$ of the height. At any one time, therefore you can only see $\frac{1}{512}$th of the entire complex.

Terminus is a vast, sprawling game. At £2.99, you can't fault it.

GRAPHICS	8
SOUND	6
VALUE	9
PLAYABILITY	8

AVENGER

- MACHINE: SPECTRUM
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: £9.95
- REVIEWER: TIM



▲ *Avenger's a game for kung-fu and map-making fans.*

The kung-fu game rears it's oriental head again this Christmas. We've had *Fist II* and *Yie Ar Kung Fu II*, now here's the follow up to Gremlin's *Way of the Tiger*.

This is a mixture of the current *Gauntlet* fad and good old arcade adventure. 300 screens of adventure to be exact.

It's only a one player game — but it does have a *Gauntlet* style screen and four-way scrolling.

But the characters sometimes appear side on while the scenery is still seen from above, which gives an odd sort of perspective to the game. It looks *OK*, mind you.

The all important story line goes like this. Having successfully completed your training — in *Way of the Tiger*, of course! — you are now ready to avenge your stepfather and take back the scrolls of Ketsuin from the wicked Yaemon to appease the God Kwan and release him from eternal hell.

Your quest starts outside Quench Heart Keep where you must find the keys to gain access.

Once inside you must kill the three guardians of the keep. Beware, as they must be killed in a specific way and in a certain order.

Use your Shuricans wisely as once they've gone you only have your unarmed combat skills to rely on.

As you fight your way through the many adversaries you may call on the God Kwan to replenish your endurance and inner force.

To complete the game you must collect the scrolls and escape from the Keep having avenged the death of your father and releasing Kwan from the power of Yeamon.

You begin the game outside the keep and you need keys to get in. Hunt around and you'll find some — but you'll have to fight off Yaemon's minions while you search.

Keys are the key to success in this game. Plan which doors you open with the first two you collect very carefully. Some doors have more keys hidden in the rooms which lie beyond — others don't.

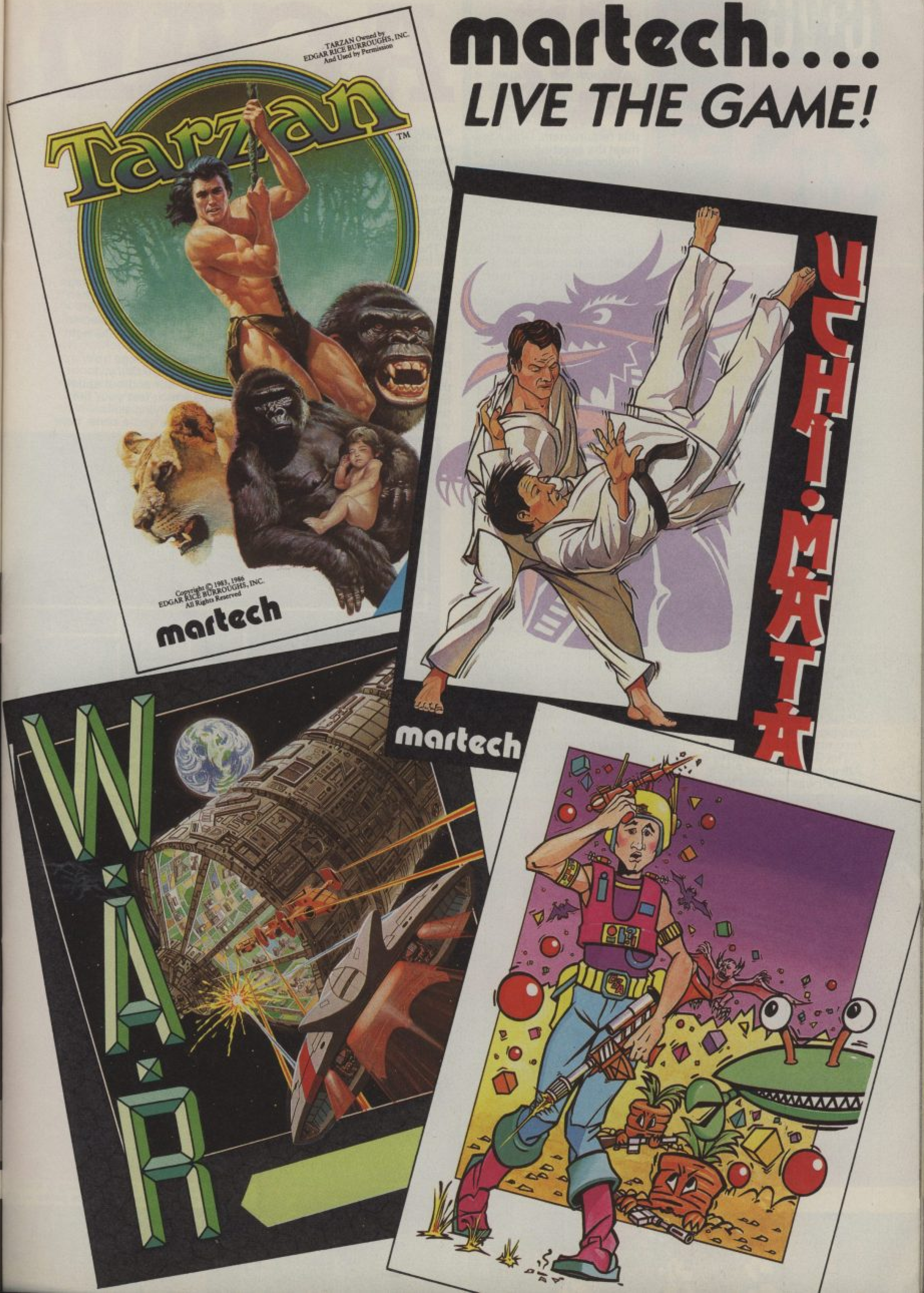
Be careful going through sideways doors. You have to position your character just right to get him through. At first I thought I had to collect something before I was allowed through — but no, I just hadn't placed my character in the right position.

There are six levels of the Keep to explore — all packed with baddies to beat up. Be careful as most of them are intelligent and will follow you about unless you knock them out.

Graphics are interesting and the sound is good — with some nice spot effects. There's also lots to do and the feeling that IF you could just open one more door, a whole new world would be revealed to you!

Avenger isn't a stunning game — but it is pretty playable. One for map fans and a worthy follow up to *Way of the Tiger*.

GRAPHICS	7
SOUND	7
VALUE	7
PLAYABILITY	7



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GAME OF THE MONTH C+VG

ACADE[MY]

27

- MACHINE: SPECTRUM
- SUPPLIER: CRL
- PRICE: £7.95
- REVIEWER: TIM

Pete Cooke's *Tau Ceti*, released last year, was a classic. And this sequel is simply brilliant. No Spectrum owner should be without it. Simple as that.

Academy puts you back at the controls of your Gal-Corp Skimmer. But this time there are 20 — yes 20! — missions to complete. You can design your own Skimmer panel using the built in "constructon-set" option. And there's even a freebie Star Map program thrown in.

All the addictive excitement of *Tau Ceti* plus a whole lot more. You'd be mad to miss it! Let's take a look at the game that will knock your socks off . . .

After an incident on Cygnus in 2197 when a rookie pilot selected the wrong gear when docking with the main central ractor and reduced half the planet to molten lava, Gal-Corp decided that a special training centre was needed to provide an elite corps of pilots for the advanced military Skimmers used in colonisation and reconnaisance work.

The Gal-Corp Academy for Advanced Skimmer Pilots (GASP) was founded to meet this requirement. Only a few meet the exacting requirement of flying and combat skills. In order to graduate from the Academy, cadets must complete 20 missions, grouped in five levels of four, successfully.

On loading you'll see the main menu which offers you seven different options, all of which lead you on to different sub-menus.

The first thing to do is to enter your name. Move the pointer to "Enter a New Cadet" and press fire. The screen will clear to the New Cadet sub-menu. Type in your name and your date of birth. Having entered your name the next task is to choose one of the four level missions. Move the pointer to "Select a Mission" and press fire. The screen will clear to the mission sub-menu. A list of four missions will be shown.
To select a mission simply move the pointer to it and press fire. Below the mission list is a set of options:

Info on this mission will explain the task required and ships and buildings that you are likely to meet on a mission. You can also call up information on the planetary system where the mission is set to find out about conditions on the surface. The program will also recommend a suitable Skimmer.

Having chosen a mission you will need to choose a Skimmer. Move the pointer to "Select a Skimmer" and press fire. The screen will clear to the "Skimmer" sub-menu where a list of six Skimmers are shown.

Three are already constructed and named. Three more are blank and waiting for you to build and equip them.

Below the list of Skimmers are more options. "Info on this Skimmer" gives a list of the equipment carried on the Skimmer. "View Panel" allows you to see the panel layout. "Design Skimmer" allows you to put together a customised craft for a particular mission.

The recommended Skimmer for the first mission — "If it Moves . . ." is GCS Lenin. Select this Skimmer and return to the main menu. You are now ready to try a mission! Move the pointer to "Accept Mission".

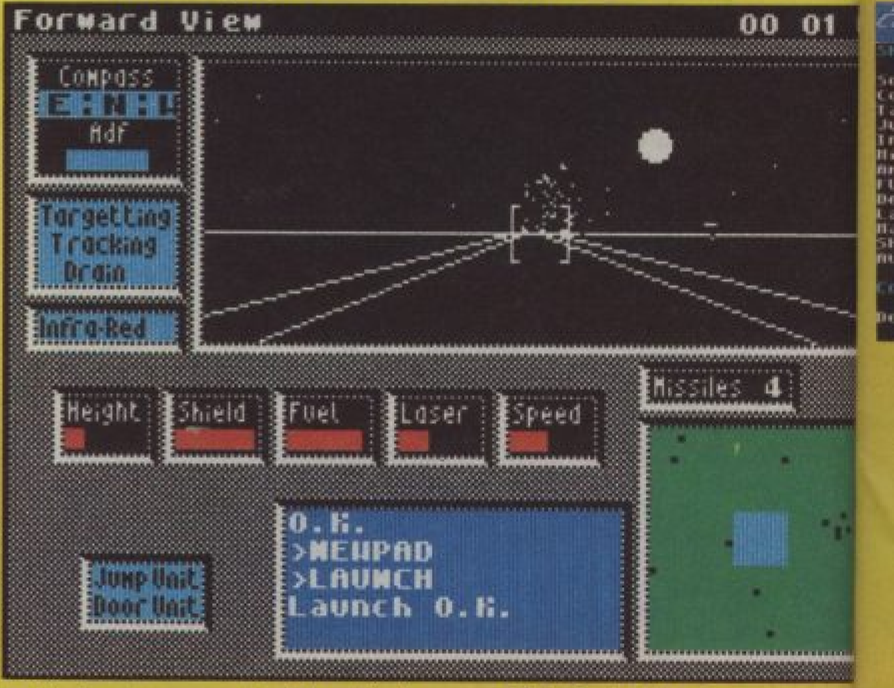
The screen will clear to show the Skimmer's instrument panel. On the top line is a "Status bar" which will show the ship's state (docked), the mission score and the mission time. Below this is the viewscreen, various gauges and dials and a small blue rectangle — the computer window.

You are now in one of the game's two modes. This is ground mode where you can communicate with the Skimmer's computer by using the commands you'll remember from *Tau Ceti* — plus a couple of new ones.

Type HELP, if you are unsure, and all the correct words scroll up in your Skimmer's message window. Type LAUNCH when you're ready and you're off! And just hope you've selected the right Skimmer for the right mission . . .

The missions range from complicated *Tau Ceti* style puzzles, to out and out shoot-'em-ups which test your fire-fighting and flying skills.

Just to give you a taste, here



▲ *No Spectrum owner should be without a copy of Pete Cooke's Academy.*

- MACHINE: C64
- SUPPLIER: ARCADE/ MELBOURNE HOUSE
- PRICE £9.95
- REVIEWER: TIM

BAZOOKA BILL

Meet *Bazooka Bill* — one man army and all round Rambo type. He's the star of the first release on the new Arcade label — Melbourne House by another name.

And it's a cracker. OK, the boring ones among will look at the screen shots, put on the voice of Neil from *The Young Ones* and say: "Hey, but it's just like *Green Beret*." But that's where you are wrong.

Green Beret didn't have big cartoon style graphics. *Green Beret* didn't have a dog-fight sequence. *Green Beret* didn't have BB's neat soundtrack which really drives the action along. And *Green Beret* didn't have a sense of humour.

Bill's mission is pretty simple. He has to use all his fighting skills to reach the island in the South Pacific where General MacArthur is being held captive by revolutionary forces.

He starts the game in the city, totally unarmed — except for his bare fists, which he uses to good effect. A giant fist appears from BB's muscular frame and knocks down his assailan[t] come at him from all sides.

Soon he comes across a knife which he can use, then later other weapons come to hand — machine guns, flamethrowers and bazookas — his favourite!

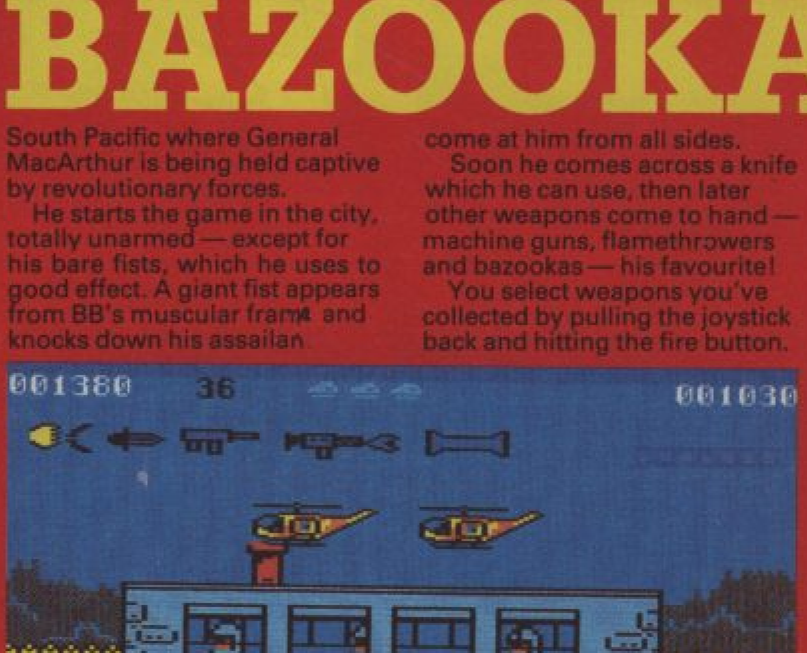
You select weapons you've collected by pulling the joystick back and hitting the fire button. Quick manipulation is essential if you find yourself in a tight spot.

If you stick to ground level you'll soon notice that you've been running around in circles. You've got to get up on the upper level if you want to reach the airfield where there's a jet, waiting for you to pinch it and fly to the islands.

The first bunch of enemy troops you meet simply shoot at you — and there are helicopters dropping bombs which you have to avoid as well.

At the airfield you have to fight off kung-fu kicking guards and climb aboard a jet which will take you into the dog fight sequence.

Fly your jet through squadrons of attackers



◄ *Bazookas, bombs, planes and kung-fu makes th[is] one of the best Green Beret type games we've [se]en.*



EMY

TAU CETI II

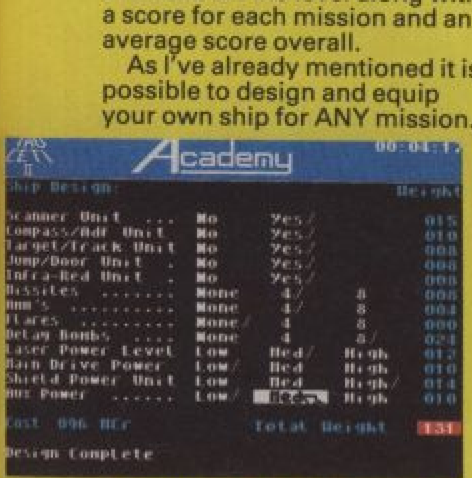
are a few mission titles: At the OK Corral, Laserium, Mission Improbable, If it Moves, Needle in a Haystack, Where to Guv?

All Skimmers are equipped with different gear — detailed in the info section. The equipment includes missiles and lasers of course — but this time you also get delay bombs which are VERY useful in tight corners.

Each of the built-in Skimmers has different capabilities — but you can construct your own. Access your rating on each of the missions by selecting the Progress Report option. This will display the four missions available on the level along with a score for each mission and an average score overall.

As I've already mentioned it is possible to design and equip your own ship for ANY mission.





There is a list of possible equipment. In the centre are two or three boxes showing whether the Skimmer has the equipment/ how many items the Skimmer has/what strength the unit has.

The two main limitations in equiping a ship are the weight of equipment and the total cost, both shown at the bottom of the screen. The basic Skimmer hull will not carry a weight of over 100 Galactic Megatons and Gal-Corp's budget will not stretch to designs costing over 100m credits. If either of the two figures are over the limit they will show red and you will need to remove some items of equipment selected.

When you are happy with the equipment selected move the pointer to the "Design Complete" option. This will take you into the Design Panel section, where you can design the Skimmer's Panel layout.

If you have chosen a large complement of equipment for a Skimmer design you may find it a little tricky to fit all the items in the available screen space, a useful hint here is to tuck the viewscreen away in a corner of the display to allow you to place dials or gauges off to one side.

You can save your game position at any time, and you relying on info about the different missions supplied by the Gal-Corp briefing team.

From the main menu you can can save your designs.

To move on to the next level and the next block of four missions you must have an average score of 90 per cent.

All this and I haven't even mentioned the D.E.A.F. sub-game or the CODES puzzle you'll need to solve on some missions. But every game has got to have its secrets.

Academy is immensely playable and totally addictive. You'll be thanking Mr Cooke for putting the SAVE option in. It'll mean you can actually get some sleep . . .

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	10



fighting them off. Easy for veteran *Sanxion* and *Uridium* players.

Then it's off to do a bit of island hopping — with more firefights on the ground and in the air to keep you busy — until you reach your objective.

If you lose all five lives the game gives you the option to start again where you left off — if you are quick enough to beat the ten second countdown and hit the F5 key in time! Why can't all action games have an option like this. No more boring back to the beginning blues here. The bad news is that you don't get to keep all the weapons you've collected!

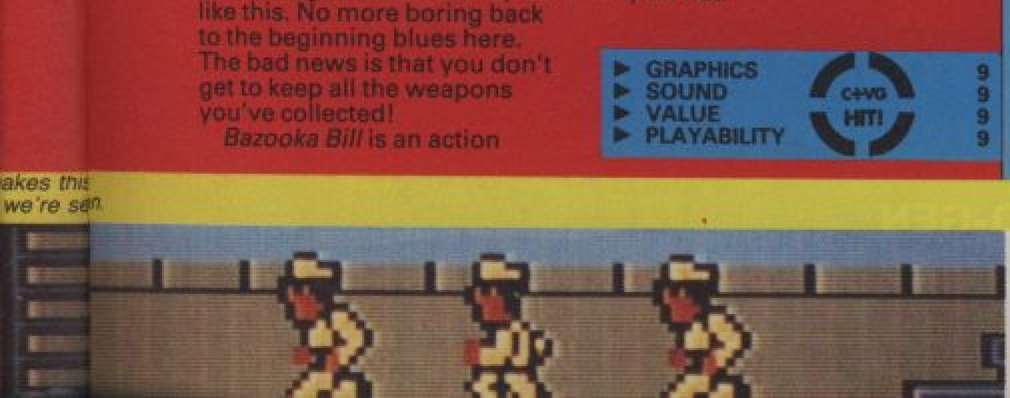
Bazooka Bill is an action packed, addictive, arcade blaster. The graphics are big and butch enough for any would-be Rambo, and it doesn't take itself as seriously as *Green Beret* either. The great music and sound effects are the icing on the cake.

Don't be put off by people who tell you you've seen it all before — just grab the joystick and make your own mind up. And if you aren't still battlin' it out with Bill days later, I'll eat my tin hat.

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!

akes this
we're seen.



GALVAN

▶ MACHINE: C64/AMSTRAD/SPECTRUM
▶ SUPPLIER: IMAGINE
▶ PRICE: £8.95 AMSTRAD AND CBM/£7.95 SPECTRUM
▶ VERSION TESTED: CBM64/AMSTRAD
▶ REVIEWER: PAUL

The arcades have proved a gold mine recently for software houses looking for new games. *Galvan*, however, proves that not all coin-ops happily make the transition to computer.

To be honest, I don't remember seeing *Galvan* in the arcades, but Imagine says these conversions are quite faithful to the original. All I know is that certain parts of the Amstrad game gave me severe eyestrain and a headache.

Some of the colours are so garish that the lance straight to the back of the eyeball. Ruined reviewer's retina isn't fun. Add to that some pretty violent juddering instead of scrolling and you've got a game I found very hard to play for more than a few seconds. The same lurching also afflicts the Spectrum version (reviewed last month).

The Commodore version is much easier on the eye and, if I'm forced to make a choice, gets my vote as the version to play. At least the game scrolls smoothly.

Galvan, the character you control, is the lone surviving member of the Cosmo police. His task is to rid the Techno Caverns of the Planet Cynep of androids, robots and various other lifeforms, including multi-headed demons. Not the most original plot, I hear you cry, but in the bop, bam, boom world of shoot 'em ups that really doesn't matter. It's the action that counts, and the slick way it's carried out. For me *Galvan* doesn't have enough action or slickness to make it a great conversion.

As Galvan moves around the screens he encounters power pyramids. These boost his energy and will give him more powerful weapons, ranging from a blue bolt neutraliser or arc blaster. For a lot of the time he must use his fists to get out of trouble.

Galvan involves a lot of manic, and panic, movements mixed up with frantic zapping to keep the nasties down. But Amstrad owners beware — it's painful on the peepers.

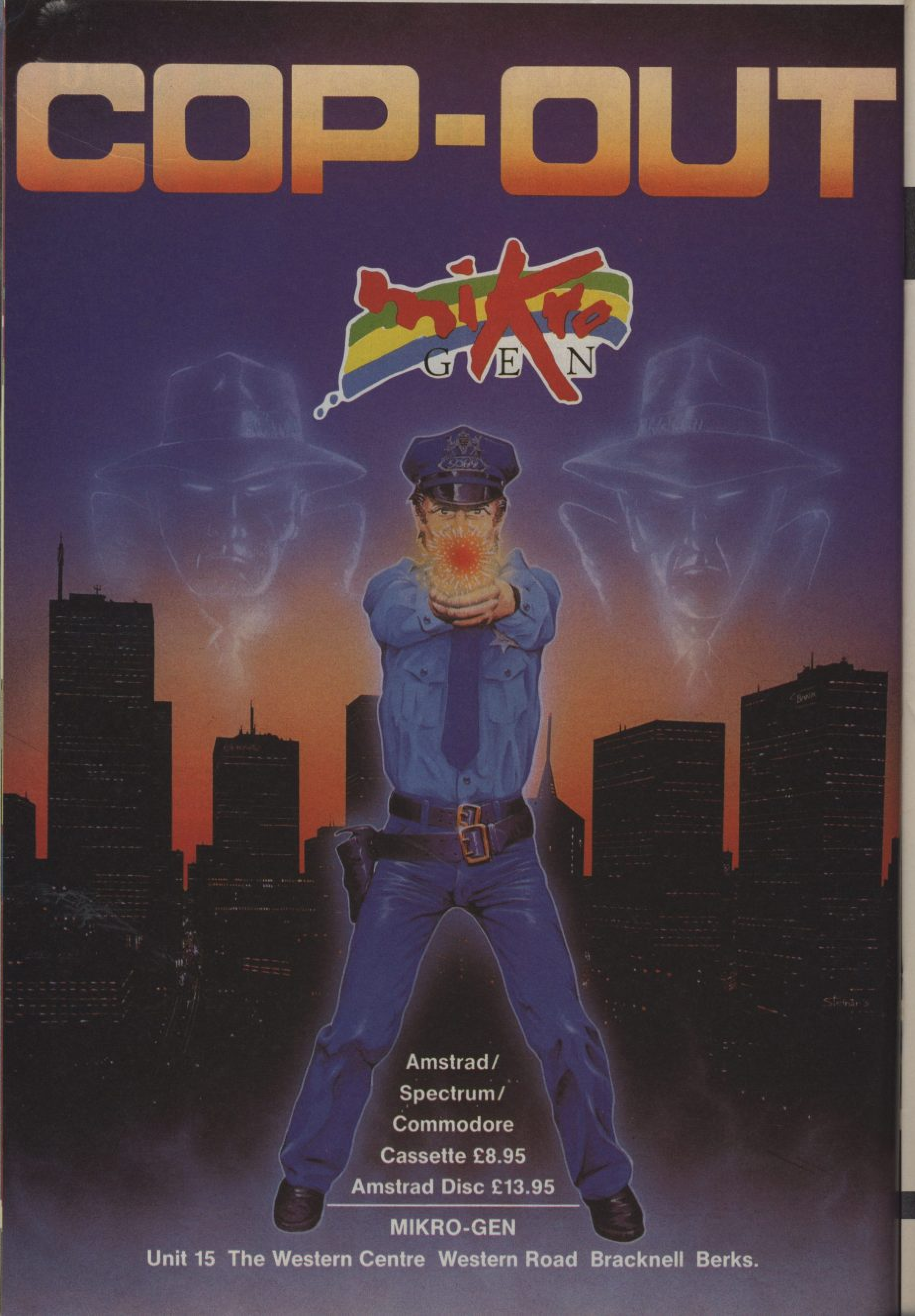
Your energy level is represented by a bar on the screen. My always seemed to be at an all-time low and that meant he has to talk with his fists to survive. It's a shame I've never been really good with giving people a swift one two and a mouthfull of the knuckle sarnie.

Of the three formats *Galvan* has been released on so far, it's Commodore users who get the best conversion. But even that one isn't exactly the bee's knees.

	AMSTRAD	CBM64
▶ GRAPHICS	6	8
▶ SOUND	7	8
▶ VALUE	7	7
▶ PLAYABILITY	7	7



▲ *Galvan — not the best arcade conversion ever!*



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C+VG ADVENTURE NEWS





MEDALLION FOR GAC!

A new label—Medallion—has been created by **Incentive Software**, for releasing games created using Incentive's own **Graphic Adventure Creator.**

The first two releases, which should be available by the time you read this, is *Legend of Apache Gold*, by Peter "*Subsunk*" Torrance, a western with a special "eternal life" feature. This is followed by *Winter Wonderland*, with a Himalayan setting, in which you start out to find a lost civilisation — and then the quest changes! Both games are priced at £7.95. Reviews next month!

GRAPHIC JEWELS

Level 9 announces the arrival of "stunning graphics" to be featured on releases from the projected **Knight Orc** onwards. These will be incorporated in disk versions for Commodore 64, Amstrad, Amiga and Atari ST, and will be drawn for digitisation by Godfrey Dawson, who produces the superb Level 9 posters. Their development system is being changed too. After some years with the versatile BBC at the hub of their operations, its place is to be taken by the Atari ST. This decision has been made after a lengthy evaluation of both the ST and the Amiga as possible contenders.

One bonus will be a saving in compilation time, which on the BBC is currently several minutes for a typical Level 9 adventure. Using the ST will cut this to mere seconds.

Finally, Level 9 announce that *Jewel of Darkness* is available for the IBM PC, and confirm that this is compatible with the new Amstrad 1512 PC-lookalike.

How would you like to join C+VG's adventure review team? Yes, you did read that correctly We're offering you the chance to join the world's best adventure team and the world's best computer mag.

We're looking for an experienced adventure player to man — or woman — the telephone on Friday afternoons when we run our Adventure Helpline Phone-In.

Although we've got literally thousands of clues for hundreds of games, a personal knowledge of adventures would be an advantage.

The qualities we're looking for are some one who stays cool and calm when bombarded with the most obscure questions and a good telephone manner. And because C+VG's offices are in London, it would be convient if you lived locally.

Interested? Write to C+VG and in not more than 50 words tell us why you think you would be suitable.

HERE'S LOOKING AT YOU

Every month Adventure Helpline puts you in the picture on the latest games, reviews, help and hints. Now we want you to put US in the picture about YOU.

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INCENTIVE OFFER

Yes! We've persuaded *Incentive Software* to knock three whole quid off their brand new adventures, *Apache Gold* and *Winter Wonderland!* Both are adventures created using Incentive's highly praised *Graphic Adventure Creator* and will be released on the new *Medallion* label.

They normally retail at £7.95 but C+VG readers who send in the special coupon will get them for just £6.95. You'll get an even better deal if you decide you want BOTH. If you send off for *Winter Wonderland AND Apache Gold*, Incentive will knock a whole £3 off the combined price. £12.80 for two adventures can't be bad!

***Winter Wonderland* is a graphic adventure set in the Himalayas — your quest is to locate a lost civilisation. In *Apache Gold*, created by Peter "*Subsunk*" Torrance you fight against strange Indian powers in search of treasure. All this excitement could be yours at a cut price!**

Just fill in the coupon, cut out the token and send it off with a postal order or cheque for the correct amount — £6.95 for one £12.80 for two — made payable to Incentive Software Ltd, to Incentive Software, C+VG Offer, 2 Minervia House, Calleva Park, Aldermaston, Berkshire RG7 4QW. DON'T send any money/coupons to C+VG please!

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BURNING QUESTION

It's a satisfying feeling to have completely solved an adventure, isn't it? But **Andy Rice** doesn't know whether to give himself a pat on the back, or not!

He has been playing *Fahrenheit 451* and thinks he might have finished the game. But if so, he has reached a very unsatisfactory ending.

Having broadcast the collected works of everybody over the airways, he gets the message: 'Well done. The book world is saved, but you are not,' and is then fried to death by some rather violent men.

'Is this it?' Andy. 'If so, it seems rather harsh.' If he has got something wrong, then perhaps he needs to know how to use the Wafer-5 properly, the combination of the 4-D locks, and how to enter the grey steel building? Has he completed the game, or not? Who can help?

Who can help with a golden oldie? **Ian Sutton** of Beaconsfield is searching for the castle in *Sphinx*, and wants a very definite route there. No obscure clues, please!

The Pawn is one of those games where different people manage different problems — and get stuck on the others. So between us, we should soon have this adventure beaten!? Unable to set the lead, I helped **Simon Hammond.** He in his turn has found a way past the Snowman, and you'll see this in the clues section, if you too, are trying to enter the ice tower!

How do you set the Ruby Chain in J. V. Software's *Journey To The Planets*, asks **R. W. Hearn** of Lowestoft. I can't help on this one — my problem is more fundamental. How do you get *Journey To The Planets*, RW? I've neither seen nor heard of it before!

"What is the answer to the riddle 'What do the Sun brothers quarrel about?' asks **Michael Ledwich** of Melbourne, Australia. He is playing *Dark Crystal*, and needs to tell Aughra the answer, to be able to get any further in the game.

What **Gregory Quinn** of Portadown thinks must be the most illogical and unmappable adventure ever, is *Island*, by Crystal. "ANY help would be welcome," says Gregory!

William Hern's problem in *Ultima 2* can be solved by the possession of an ankh when he takes off, suggests **Tim Hammond** of Sunningdale. The planet should be at 9-9-9 he adds. Meanwhile, how can he open the doors in Hotel California, New San Antonia, and Apocalypse City?

And finally, how do you get the snake out of the basket in *Zzzz*, asks **Adam Bennett** of Charfield?

LIFE AS A WIZARD!

We always knew **Paul Coppins** was a wizard at solving adventures, but Paul is not the type to boast about his achievements.

The other week, it just cropped up in casual conversation, that Paul had, in fact, attained the status of Wizard in MUD, a game he has been playing quietly at home in his "spare" time.

To become a Wizard requires special skills, like collecting treaures and dropping them in the swamp. But also, kind and helpful deeds count a lot — and Paul is a past master at helping struggling adventurers!

With the rank of Wizard comes some powerful privileges, which make MUD quite a different game to play! You can arrange things so that creatures kill or cast spells on specified players — or you can tease them yourself! But of course, too much of this sort of behaviour, and demotion could be just around the corner!

So what's a day in the life of a MUD Wizard really like? Paul (alias Pierpont the Wizard) arrives with a crash of thunder, and reveals all!

"Hi, Keith! Just stopping by to let you know that after almost a year of struggling against terrible odds, evil dragons, a butterfly with a flamethrower, and Skiff, I've finally made it to Wizard on MUD II.

Skiff, in case you're wondering, is a fellow Wiz. I use the term "fellow" in the loosest possible way. He is often to be seen roaming the land spreading pain and death with every beat of his evil heart! It has been said in some quarters that he makes the Black Death look like a flu bug!

Skiff made things rather interesting for me when I reached the rank of Mage.

There I was, taking a quiet walk across the North Pasture, heading for the Swamp Muds with nothing but an armful of harmless treasure and a longsword for company, when suddenly a ram, a goat, and a raven appeared out of thin air and launched a combined attack on me.

The goat and the raven were soon on their way to heaven, but just as the ram was about to be despatched, the goat re-appeared with a weapon and the words: "Have a broadsword, sucker!" I departed at high speed.

When I logged back in at the tearoom, who should be there trying to look all innocent? Yes, Skiff!

Not all Mudders are as dedicated to mayhem as Skiff — most are quite friendly and helpful. Like Lesolas the Warlock, who has been known to lay aside his quest to help a fellow lift a heavy portcullis.

Then there's Sherlock, the Necromancer, who walks the land acting like the village idiot when really he is one of the smartest and most generous players it could be your good fortune to meet.

This is a successful ploy, for while most players are busy saying things like "Oh look — there goes that silly old fool" to each other when he passes, he picks up all the treasure he can carry, and nips back past them again before anyone spots what he is up to!

Must go — I left some bacon cooking back in the Wizard's home! Bye!"

And with that, Pierpont disappeared in a cloud of smoke, leaving a strange scent of sizzling Danish pig behind him.

SHINE A LIGHT

Malcolm Harden asked some time ago, what three objects I would choose to start out on an (any) adventure. My answer was sword, lamp, and keys — skeleton or all-purpose bunch of.

Malcolm agreed about the sword, but as Elvish swords glow in the presence of enemies, he felt there would be enough of them around not warrant a lamp!

He wasn't too keen on keys either, since he felt sure they wouldn't help with enchanted doors. I suppose this depends

ADVENTURE CLUES

Help this month came from: **Kiran Oza**, Milton Keynes; **C. Louka**, South Norwood; **P. M. Anthony**, Bristol; **Alistair Maclean**, Telford; and **Andy Rice**, Fulbourne.

THE PAWN: Snow melts and white is hot!

ASYLUM: Hack the phone for a magnet.

KENTILLA: Pull the gargoyle's arm to open the door.

SEE KA OF ASSIAH: Slide the door!

WAXWORKS: If mummy is a bother, wear the talisman and give her leaves!

ZORK 3: Three spheres will yield power. To find the first slide paper under a door. Make a lake thirsty with a cake, for the second. Complete the collection with a swing at a tank.

FAHRENHEIT 451: Show the buttercup to Clarisse. The hound on the library steps is interested in Ecclesiastes!

SHERLOCK: Tell Lestrade about the sale, and follow him to Leatherhead. Get in the cab before he does, for a drive to Old Mill Road.

SPIDERMAN: You can't defeat Mysterio

SORCEROR OF CLAYMORGUE CASTLE: Plainly you must push, pull, and kick, in all directions.

HULK!: Remember a nasty dream for extra strength.

on which adventures you play, although I can safely say that I have come across far more doors that require a key than require a spell to open them.

Malcolm chose a rope and a mirror — the former for pits and towers, entry for the use of; the latter for reflecting spells and stray gazes from the odd Medusa one might happen across.

What three object would YOU choose? Write and let me know!

Meanwhile, Malcolm, who goes under the alternative name of Master of Powers, claims he is the son of Khaos and Sirena in the Mythology of the planet Ultima. Having put in several years work, he is offering the information on his many file cards and essays to any adventure writer who would find it useful. All this is in the interest of consistency, to get the history right in future games, explains Malcolm, who with his offer is relinquishing any copyright to his notes. So write in to me if you want to be put in touch with the Master of Powers!

WRITE NOW!

Remember you can write to us for help when you are stuck in an adventure, or send us a much needed clue to help others. Or to just let us know your thoughts on adventures! We'll write back with an answer, a 'sorry — don't know!' or a word or two of thanks.

We have a database overflowing with clues, and a couple of fat files at our disposal, just to help you out — but needless to say, they don't contain EVERYTHING we, or you, want to know!

'We' are Paul Coppins, Steve Donoghue, Daniel Gilbert and Adrian Bott, plus myself. Address your letters to me at Adventure Helpline, *Computer + Video Games*, Priory Court, 30-32, Farringdon Lane, London EC1R 3AU.

But just one word before you set pen to paper. We can't supply general hints or official hint sheets — these are usually available from the supplier on proof of purchase. Just explain your particular problems, and we will endeavour to help.

CHEATS CORNER

To get the full number of points in *Very Big Cave* is dead simple if you are playing it on a Spectrum! Malcolm Harden of Sheppey, says that you can pick up as many platinum bars as you want, by re-entering the dark room. But it hasn't helped him getting past the triffid — any offers?

A BIT OF FUN

Lords Of Midnight and *Doomdark's Revenge* both use the same SAVE and LOAD system. For a bit of fun, Hamish Allan of Tervuren in Belgium, recommends loading a saved *Lords* into *Doomdark*!

ADVENTURER OF THE YEAR

THE search to discover the C+VG Adventurer of the Year is almost over.

There were two classes of entry, and the Overseas entries were judged outright, producing a tie for top place! Both Mrs **Sally Pritchard** of Dun Laoghaire in Co. Dublin, Eire, and 14-year-old **Gunnar Briem** of Gardabaer in Iceland, obtained 9 out of 10 correct answers in the quiz section, and they win free membership to our Adventure Club and a year's free subscription to C+VG.

Sally's favourite adventure is *Cutthroats*, an Infocom game, and her list of completed adventures comprised no less than 67 titles.

This should have been enough to ensure a win over Gunnar's more modest list of 11 completed adventures, (favourite game *Mordon's Quest*) but taking into account age and language difficulties, we decided to award them joint honours!

Meanwhile, the UK title has yet to be won. Instead of ten quarter-finalists, we selected just five, who noticeably outshone the rest of the entries.

Questionnaires have been sent out to: **William Hern** of Aberdeen, **John McCann** of Lisburn, **Gareth Williams** of Swansea, **Mr R. Garraway** of Swindon, and **Paul Exley** of Bury.

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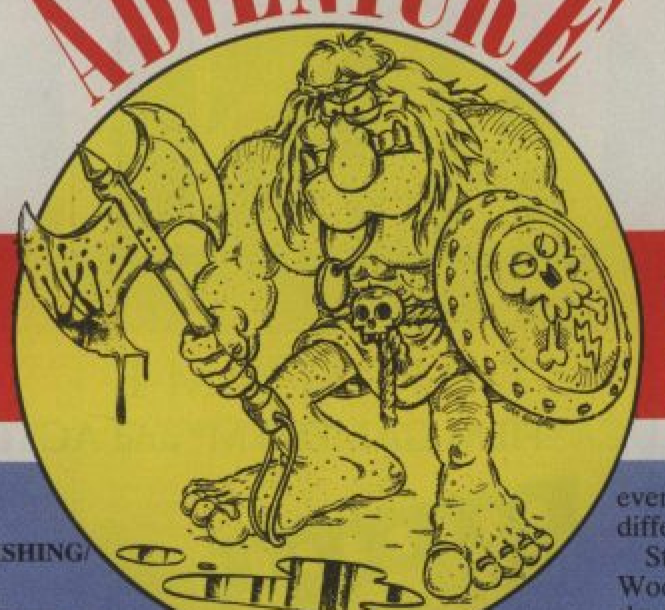








COMMODORE SCREENS



► SUPPLIER: MOSAIC PUBLISHING/ LEVEL 9
► MACHINES: SPECTRUM, AMSTRAD 464/664/6128; ATARI XL/XE, BBC, MSX, 64/128.
► PRICE: £9.95-£19.95
► REVIEWER: KEITH

THE ARCHERS

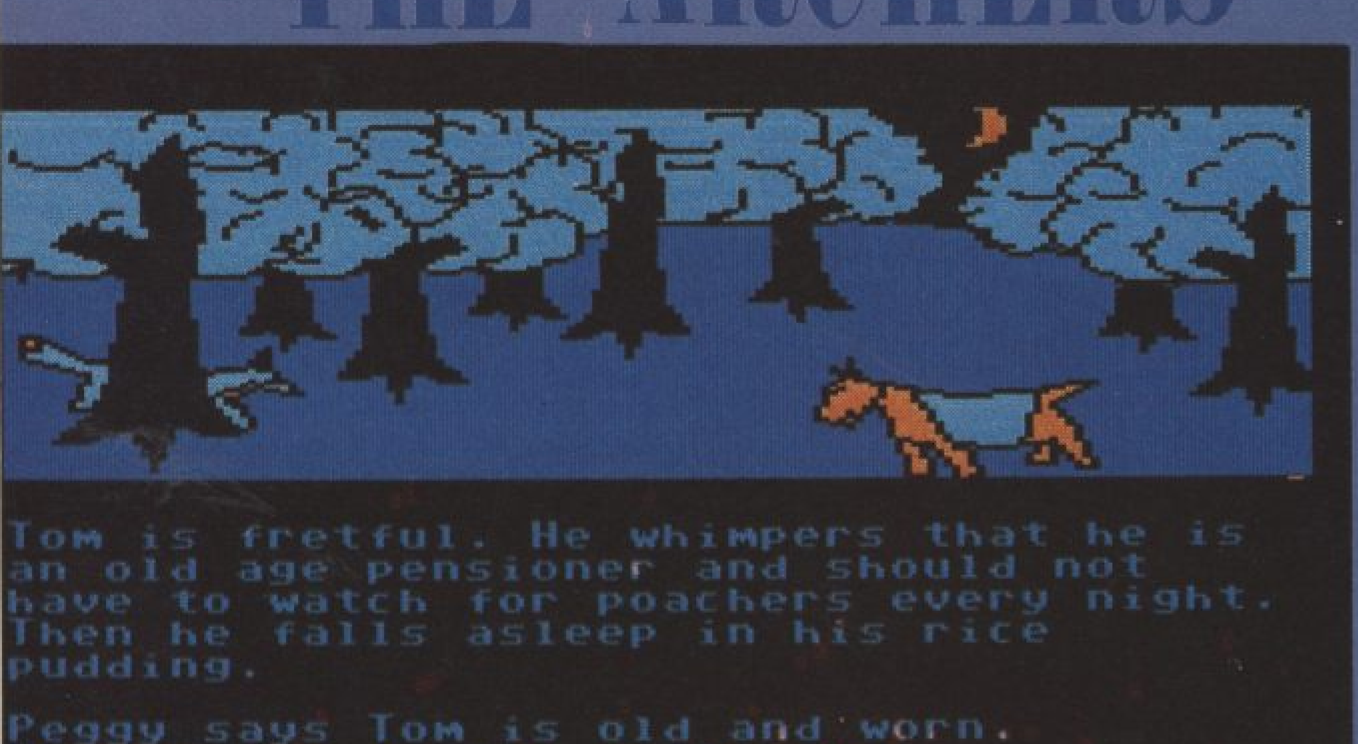
Hello, me old pals, me old beauties! This is the evergreen story of country folk transferred from steam wireless to computer chip. Yes, it's *The Archers*, the original radio soap which has been telling the everyday story of the farming community of Ambridge for around 30 years.

The game is in four parts, and the objective of each part is to increase the audience figures by one million.

This is achieved by selecting one of three choices in plot direction, offered at intervals throughout the narrative of the script, which contains a number of sub-plot themes. In each part you follow the events from the viewpoint of a different Archers character.

Starting off, you are Jack Woolley, self made man and the owner of Grey Gables country club. He is having trouble with Higgs, who breaks a window one night when drunk. Should you sack him, dock his wages for the repair, or speak severely to him? Your decision affects his subsequent behaviour, and your chances in the Crysanthemum Show — without Higgs the blooms may start to wilt! Is Higgs in love, going mental, or his behaviour a family trait?





The shop is losing money, the restaurant is losing custom, there's a poacher out in the woods at night, and high jinks around the swimming pool. If you're not careful, you could spark off a revolt in the village, and arouse the indignation of the moral minority!

The outcome of your script results in regular memos from the Controller of Radio 4, giving the audience research figures on interest, realism, and standards, as well as the total number of listeners.

It is not easy to increase the figure from two million to three, but even if you do, you are not home and dry — the Controller has pressure groups and the Governors to worry about!

Upsetting them puts him in an awkward position, and if you've got the Tories up in arms about left wing bias, even 3.5 million listeners won't save you from getting the sack — and having to start the section again!



Having achieved three million, you become Elizabeth Archer, 19-year-old femme fatale, who has problems with the boys. Nigel's a wimp but is after you, Tim ignores you, but you fancy him.

It's end of term at the Tech, and you have to earn your keep throughout the summer hols. Should you look after the sheep, tend the pigs, or feed the chickens? If on pig duty, shall you arrange for one to escape into the village, for Elizabeth to fall in the slurry, or get bitten on the ankle? You are writing the script — remember?

Scripted by real Archer's scriptwriters and produced by Level 9, this game features the now familiar Level 9 adventure format, except that input is by number, selecting from the list of choices offered.

If you're an Archers fan, you'll enjoy this game.

▶ **VOCABULARY** n/a
▶ **ATMOSPHERE** 8
▶ **PERSONAL** 7
▶ **VALUE** 8

DOME TROOPER

▶ **SUPPLIER: MATAND SOFTWARE**
▶ **MACHINE: SPECTRUM 48/128K**
▶ **PRICE: £2.95**
▶ **REVIEWER: MATHEW WOODLEY**

It's the 28th century, and the world's population has expanded to such a degree that it has been decided to relocate the people living in the overcrowded cities into massive City Domes.

To allow for the construction of the giant domes, existing cities have been demolished and deserts formed between the domes.

Most people were happy with the relocation. However, there were a few who disliked the change, and were allowed to start new lives in the desert.

The 'Desert Rebels', as they were known, soon tired of trying to live from the desert, and turned to crime to survive.

This is where you step in. You are a Dome Trooper based in City Dome Alpha. Your job is defence of the dome against the rebels, who plan to take over an entire dome and use it as a stronghold.

They intend to do this by injecting a poison into the dome's water supply.

The text display offers a choice of standard Spectrum character set, or a far neater futuristic set. Having made your choice, you find yourself outside the dome. Movement to any of six city levels can be made from a nearby transporter room, at the press of a button.

Many of the locations have no relevance to the game. Other, more important locations, however, do include some nicely and quickly drawn graphics, which add to the atmosphere somewhat. These are also well-described in the text window.

The most annoying thing, though, is that for some reason I could not discover, the city's reactor blows up after 51 inputs! However hard I just could not do anything to prevent it. Can you do better?

Mail Order only from: Matand Software, 29 Moorland Road, Mickleover, Derby DE3 5FX

▶ **VOCABULARY** 4
▶ **ATMOSPHERE** 5
▶ **PERSONAL** 4
▶ **VALUE** 6

DEMON FROM THE DARKSIDE

▶ **SUPPLIER: COMPASS SOFTWARE**
▶ **MACHINE: SPECTRUM 48K**
▶ **PRICE: £2.50**
▶ **REVIEWER: STEVE DONOGHUE**

Long ago, in the first age of the Ringmaster, a Falcon staff fell into the hands of Drakon, the wizard of Valonia. Because he did not destroy the staff, Drakon was turned to the dark side of evil and ancient magics of old.

With his new found strength, he set forth to conquer all before him, but was vanquished by Ashmeard, the wizard of Dral

As time went by, Drakon's strength grew once more, and again threatened to destroy the land. Now the task of defeating Drakon lies with you.

I began my quest in the valley of Dral, and almost immediately found myself trapped in a cave where a force field prevented my escape. Luckily I had managed to learn the ancient art of reading magic symbols, and I soon found my way into a dark and dismal place where, among other things, I came across a dead rat.

I was trapped at the bottom of a pit which turned out to be a rather crushing experience. However, the old adventure saying: 'If you want to get ahead, get a plank', proved invaluable here.

One narrow escape later saw me on my way to even more unpleasant places. Can you imagine having to wear a piece of slime on your face? The choice was simple, no slime — no life.

With the few items I had collected on the way, I moved down into the darker depths. Before much longer I wondered what on earth I was doing carting around a dead rat.

Using one of the spells collected on the way, the small rodent was brought back to life, and sure enough, I was rewarded for my efforts further on in the game, by the creation of a rather unusual bridge.

Many more puzzles and problems besieged me on my quest. A dog with three heads halted my progress for a while, but the best way to keep a dog happy is to . . .?

Stumbling across a jar of cold cream had me beaten (I'm pretty enough without having to resort to this kind of thing!). The answer was so obvious I almost missed it — sometimes you must take things literally.

My journey took me past demons and dragons, and all manner of other nasty little creatures just waiting to bring about my instant demise.

Using my thinking cap to best advantage, I finally came to the ultimate confrontation with the Dark Lord himself. Once more, a companion found during the adventure proved to be of immense help.

Although *Demon from the Darkside* is *Quilled*, it has over 70 locations, with graphics thrown in at 28 of these. It is by far the best example of an adventure created this way I have yet come across, and goes to show that with a little thought, a very fine adventure can be turned out.

Available by mail order from: Compass Software, 36 Glove Place, Norwich NR2 2SQ

▶ **VOCABULARY** 6
▶ **ATMOSPHERE** 9
▶ **PERSONAL** 9
▶ **VALUE** 10



ADVENTURE



C+VG 4 REVIEWS

BUGSY

▶ SUPPLIER: CRL/ST. BRIDE'S
▶ MACHINE: SPECTRUM 48/128 AMSTRAD CBM 64/128.
▶ PRICE: £7.95

You wanna control a cute little blue rabbit with a machine gun? Good. If you don't, then you're gonna miss out on a lotta fun.

The rabbit in question is *Bugsy* — what an original name for a rabbit. He's blue, he's three feet tall, and he lives in Chicago in 1922. Bugsy's aim in life (apart from breeding and that) is to become Public Enemy No 1.

Your job is to advise Bugsy in his struggle against the mobsters, and ultimately make him the Top Dog, sorry, Rabbit! in Chicago — in place of that "fat wimp" Capone. To do this you're going to have to be ruthless, and in some cases, downright evil .

It all begins outside a bar. If you step inside, you are, or rather Bugsy is, thrown into a fight with some hoods. If you succeed in beating them, you get to meet Louis and Muscles, who are later to become the backbone of Bugsy's very own mob.

To enable you to identify with 1922 Chicago, the game features a menu-driven conversation system. If you type TALK TO (Character name) the computer offers nine options ranging from GREET to THREATEN, and your choice often has humorous repercussions.

For example, if you threaten the paper boy, the computer shows the conversation in the form of: I say 'Hey kid, I don't like da looka ya face' and the newsboy says: 'And ya like da looka yer own? Wit taste like dat you just handed me a compliment!'

By setting up protection rackets, you soon set enough cash to hire Louis and Muscles, and then you've got to make a business for yourself. Here ends Part One of the game, and it will not trouble experienced adventurers.

Part Two, The Crimelord, on the reverse of the tape, is a bit more difficult. Here you need to obtain $15,000 for a bullet-proof Cadillac, and the characters you meet can be extremely awkward, especially Police Chief Inspector Moron.

The same was written with The Quill, so has limitations with vocabulary. However, by experimenting with words you'll soon get to know what it accepts, and in any case, the most important input is by use of the conversation menu.

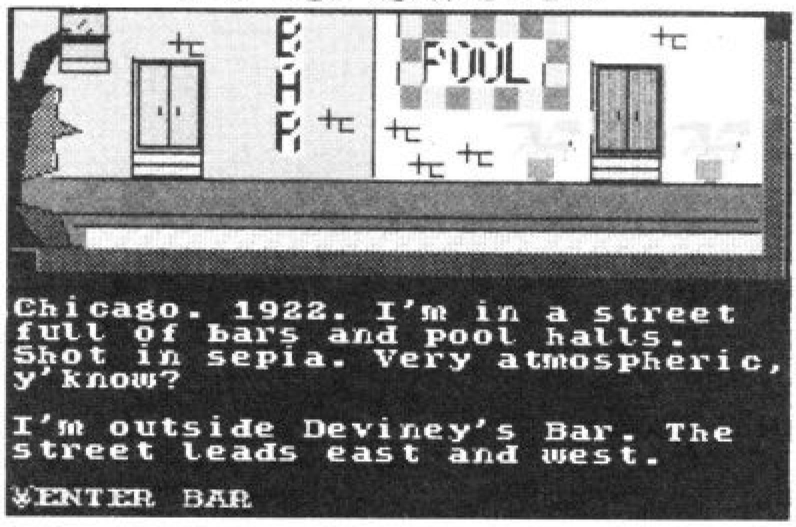
Bugsy's 70 or so locations, each have a sepia-toned graphic to go with them. These are drawn very quickly, although they do tend to be rather repetitious.

In Part One your score is measured by how much cash you've got, but in the second part, it is your position in the Top Ten Public Enemy chart that counts.

The only help you are going to get is from the inlay card, as no HELP feature is provided, and EXAMINE is only rarely helpful. If you try to examine a room, you are told: "See one, ya seen 'em all."

As the inlay says: 'Ya wanna stay healthy, ya buy it!"

Matthew Woodley



▶ VOCABULARY	6
▶ ATMOSPHERE	8
▶ PERSONAL	8
▶ VALUE	8

ESCAPE

▶ SUPPLIER: AD 400
▶ MACHINE: ATARI 400/800
▶ PRICE: £3.75 (CASS) £4.75 (DISK)

Escape is the first in a series of 16K adventures for the Atari home computer. The author W. H. Ferran, has created a small, but good adventure.

Because it fits into 16K **Escape** doesn't have the world's greatest parser or vocabulary, but it does have a well thought out plot.

The player enters the game to discover he is in a prison, not knowing who he is or why he has been placed there. Stepping outside his quarters, he finds himself in a large courtyard, complete with a guard who takes great pleasure in removing from the player's inventory, anything he can get his hands on.

From this point the game opens up, and he can move about easily, visiting such places as the mess hall, Governor's Office, etc.

It's not until the player returns to his first location, and starts sorting out the small problem of how to open the stove, that the great **Escape** begins.

I felt the screen layout a little odd on an adventure of this size. I had expected to see split-screen display. In fact, scrolling text is the method used.

The puzzles are not too difficult, and it would seem that the game has been written with the first time Adventurer in mind, using straightforward English, and logical answers to all the puzzles. It's not one of those Adventures with hundreds of locations in most of which nothing seems to happen. It has that old magic I once sensed when first I stood alongside that sleeping dragon in a sunny meadow!

That magic seems to have faded somewhat these days, lost among umpteen lookalike passages, and the motto 'Big Is Best'! But from time to time someone reaches into the old treasure chest and brings forth a jewel. **Escape** is one such jewel.

(Mail order only (payable to W. Ferran) from: AD 400, 40 Chilmark Gardens, New Malden, Surrey DT3 6RT.)

▶ VOCABULARY	6
▶ ATMOSPHERE	7
▶ PERSONAL	6
▶ VALUE	9

ADVENTURE

C+VG 5 REVIEWS

Our American adventure detective, Marshall M. Rosenthal, **has just discovered this diary which he thinks holds a clue to Infocom's latest adventure, read on. . .**

9.00 A.M.: April 19th: Hell of a night. How many bars did I go to anyhow? Good thing I like instant coffee, 'cause my head feels like a tin can stuffed with gravel, rolling downhill.

Morning mail. Usual bills, boring ads and unwanted pitches for computers and microwave ovens. Hey! A letter from London. No, make that Cornwall. Don't know anyone there, do I? Some detective, stop the deducting and open the damn thing. It's from Tammar. What's she doing away from the States?

Hmm. Imagine that, engaged to British nobility. Too bad Jack Tresyllian is financially strapped since he took over the title from his dead Uncle.

Still, now it's Lord Jack and he DOES have the castle, heirlooms and all, even if he has had to turn it into a tourist attraction.

Just what I want to read, two pages of gossip on old friends of the dead Uncle and members of the "upper crust".

Apparently there's going to be a memorial birthday dinner for the dear departed later this month, and I'm invited. Some sense of humour she's got. Well, I wish her luck.

9.15 A.M.: April 23rd: Another letter from Tammar? She must be reading about Jack the Giant Killer and other Cornish legends. Now it's black widow spiders and nightly visits from the ghost of Jack's old dead girlfriend. Leave it to Tammar to create a Haunted Castle. Wait a sec — almost bitten by an adder? How did a poisonous snake get into her desk drawer? Hallucinations or no, looks like I'm on my way to England.

2.30 P.M. (or maybe that's 7.30 — I always get these time zone changes confused): April 24th: Fortunately, I can bone up on the castle during the airline flight. The tourist brochure that Tammar stuck in one of her letters goes into just about every section of the castle, from the stone turrets poking through the mist to the hedge maze complete with a stone fountain filled with goldfish.

It even includes such impertinent information as the time Lord Lionel's foot got broken on a hunt by an adult elephant stepping on it.

Lionel's revenge was to shoot the beast and bring back its foot to use as an umbrella stand in the castle's foyer. There's even mention of some of the curios and mementos that he brought back with him



from his excursions across the world. Those might warrant a closer look.

7.00 P.M. (local time) April 26th: Some place for a castle, this countryside gives me the willies — it would have to be a full moon tonight! Heck of a time for a birthday party, even if the guest of honour won't be attending. Well, Lord Jack seems a right-enough guy, but something other than this macabre event seems to be bothering him.

Better hurry if I want to get something to eat (I guess dressing for dinner here requires a bit more panache than jeans and sneakers). Some Dining Room.

Great big fireplace, gleaming mahogany table. Tammar looks great, fitting right in with all the leather-bound chairs and plaster friezes of cupids at play.

Good food too, but I'm not too keen on the guests. Vivien Pentreath seems okay. She's kind of a free spirit, a bohemian, painter and sculptor.

She looks like she's accumulated a lot of secrets about this place over the years. I wonder if there's anything to the rumour that she once was Lionel's mistress?

Then there's the so-called Honourable Iris Vane. A cold hearted customer.

It's also odd how Jack's old girlfriend, Deirdre Hallam, drowned so soon after he broke up with her. Especially considering that it was over her flirting with his best friend, Ian Fordyce.

Speaking of Ian, of course he was invited to this too. I wonder if he really deserves his reputation as a lady's man? It's hard to believe that he and Jack are still good friends.

The servants are all acting like out of a scene from *Upstairs, Downstairs*. I heard one say in passing that Deirdre has been rejuvenated as an ancient ghost, the White Lady, and is making the rounds of the castle's newer Residential Wing.

Not to mention the ghoulish comments that must get whispered with Dr Wendish being here. It seems that Deirdre's grandfather recently died after seeing Wendish, who is supposed to be an authority on rare diseases.

Well at least there's no

► *continued on page 88*

C+VG ADVENTURE REVIEWS



mistaking the hostility directed at the antique dealer, Montague Hyde. You can see the delight in his eyes every time he gazes at another heirloom that he might be able to cart off, if Jack can't meet the debts on the estate left to him along with everything else.

I guess his Lordship is resigned to having to deal with him.

9.30 P.M.: April 26th: Quite a meal. But I guess I wasn't the only one surprised to hear Lionel's voice broadcasting out of his bronze bust over in the corner by the south wall. Some dessert!

Before, it was just a supposition that one of Lionel's valuable treasures might be lying around — something Jack could hope for to pay off the debts. But now, it's open season for the whole crowd.

These kind of fun 'n' games aren't to my liking. And there's still the question of whether Tammar is just paranoid, or if someone or SOMETHING is really after her.

10.00 P.M.: April 26th: Everyone is being ever so polite and correct about this whole affair. So much so that my supicions are throbbing at me like a migraine headache.

I just found a secret door in my room (Tammar says Queen Victoria once spent the night here, if so, she didn't leave any souvenirs).

Anyway, this would certainly explain some of the mysterious comings and goings that the servents have been talking about.

Nothing supernatural about this hidden passageway — just plain dark.

Smells awful musty, and it doesn't look like anyone bothers to dust. Oh well, take a time to earn my keep and look. More later . . .

The diary ends here — the rest of the pages have been torn out . . .

Such is the burden of being an accomplished young sleuth. You've no recourse but to go and help your friend. Along the way, you'll have to participate in a deadly serious treasure hunt, find out what's going on with all this ghost business, and deal with the cream(?) of British society.

What's more, there might just yet be a deadbody before this is all over. YOURS!

Interactive text adventures may come and go, but Infocom is forever.

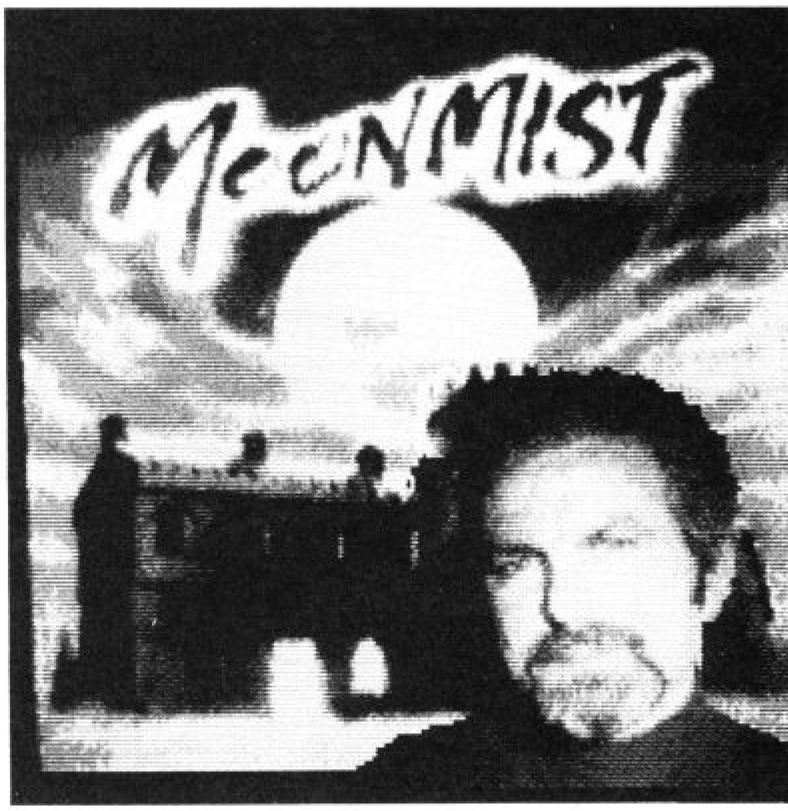
With this in mind, enter *Moonmist* and the world of polite society, Lords and Ladies, genteel manners, and hidden wickedness.

Moonmist is an introductory-level mystery, appealing to both the younger player as well as those who have never tried a text adventure game.

Author Stu Talley's philosophy is to try and get people involved, by making the program work for them and with them.

"One way to do this," he says, "is by having things happen FOR the player, like a door open that is closed but not locked — it's not necessary to make the player do every single action."

Galley continues: "There's no reason not to help the player during his adventure. Why not help him off the bed if he forgot he was sitting down?" Galley believes that he, and the program, have an obligation to be helpful. This is elaborated further by a command which lets the player



instantly go to any location by just typing in its name.

A Gothic mystery also has rules that must be obeyed. One of them is to imply violence, without going for the jugular by dragging in too-graphic reality.

Jim Lawrence, Galley's collaborator on *Moomist*, has written many of the *Hardy Boy and Nancy Drew Mysteries*.

Lawrence is a master at creating tense situations without resorting to the tired cliches of blood, gore and axe wielding madmen.

Moonmist allows you to play as either boy or girl. A butler will ask you for your name upon arrival to the castle . . . Lord or Lady?

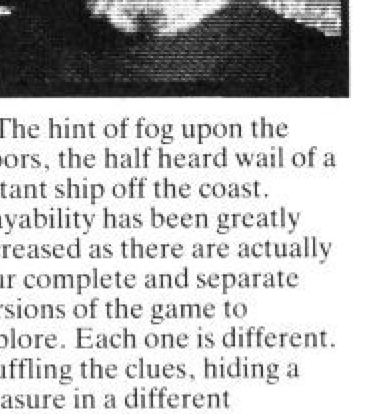
From then on, the program recognises your gender. A unisex form of address is also supplied for those uncertain.

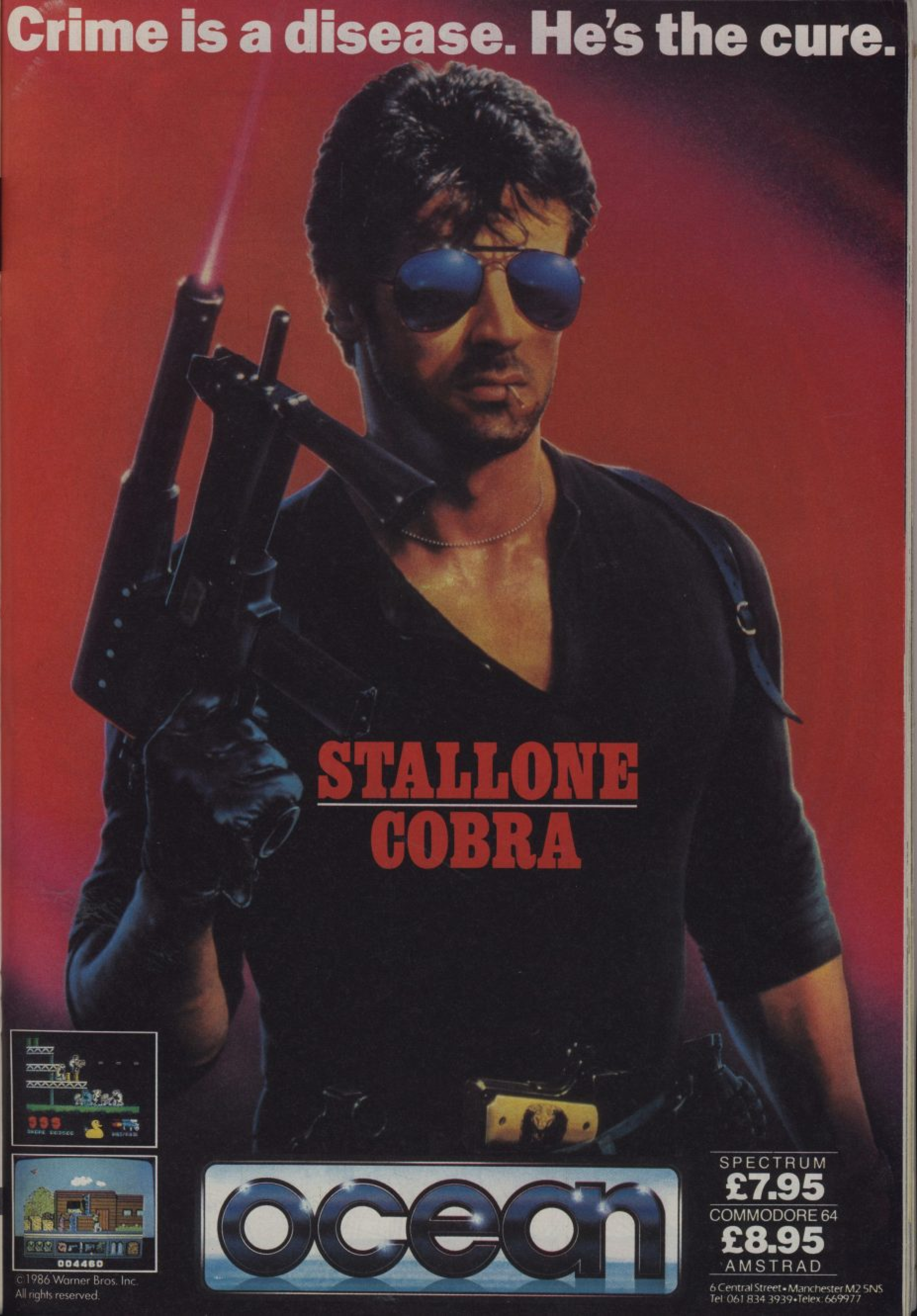
The fun of Gothic novels is not so much in the events themselves, as in the descriptions of surroundings and atmosphere.

The hint of fog upon the moors, the half heard wail of a distant ship off the coast. Playability has been greatly increased as there are actually four complete and separate versions of the game to explore. Each one is different. shuffling the clues, hiding a treasure in a different location, forcing you to re-evaluate the characters and motive of the other people.

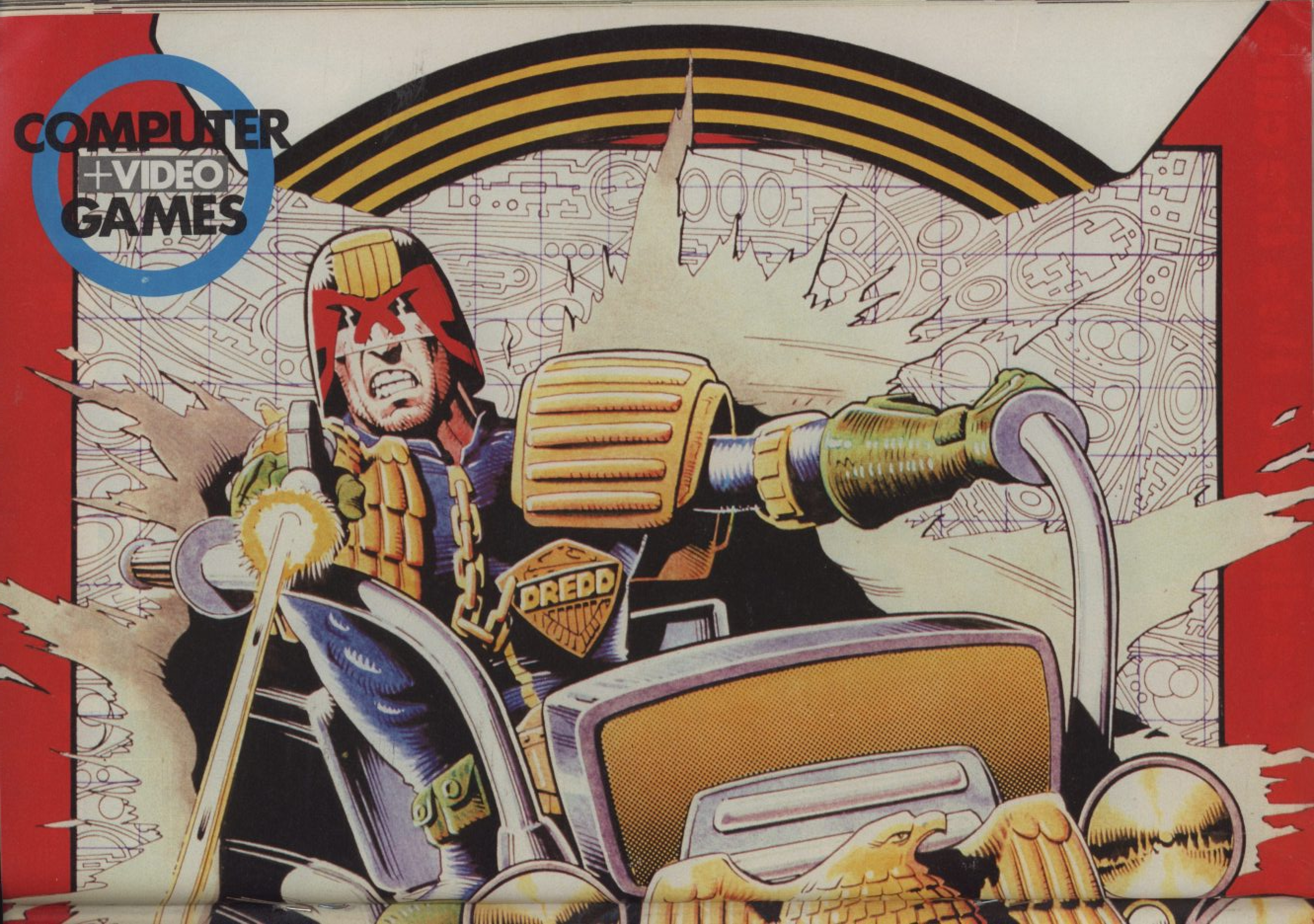
The program comes equipped with that tourist brochure mentioned above, as well as a map of the castle. Besides a booklet on the Legendary Ghosts of Cornwall, there's also a neat iron-on patch.

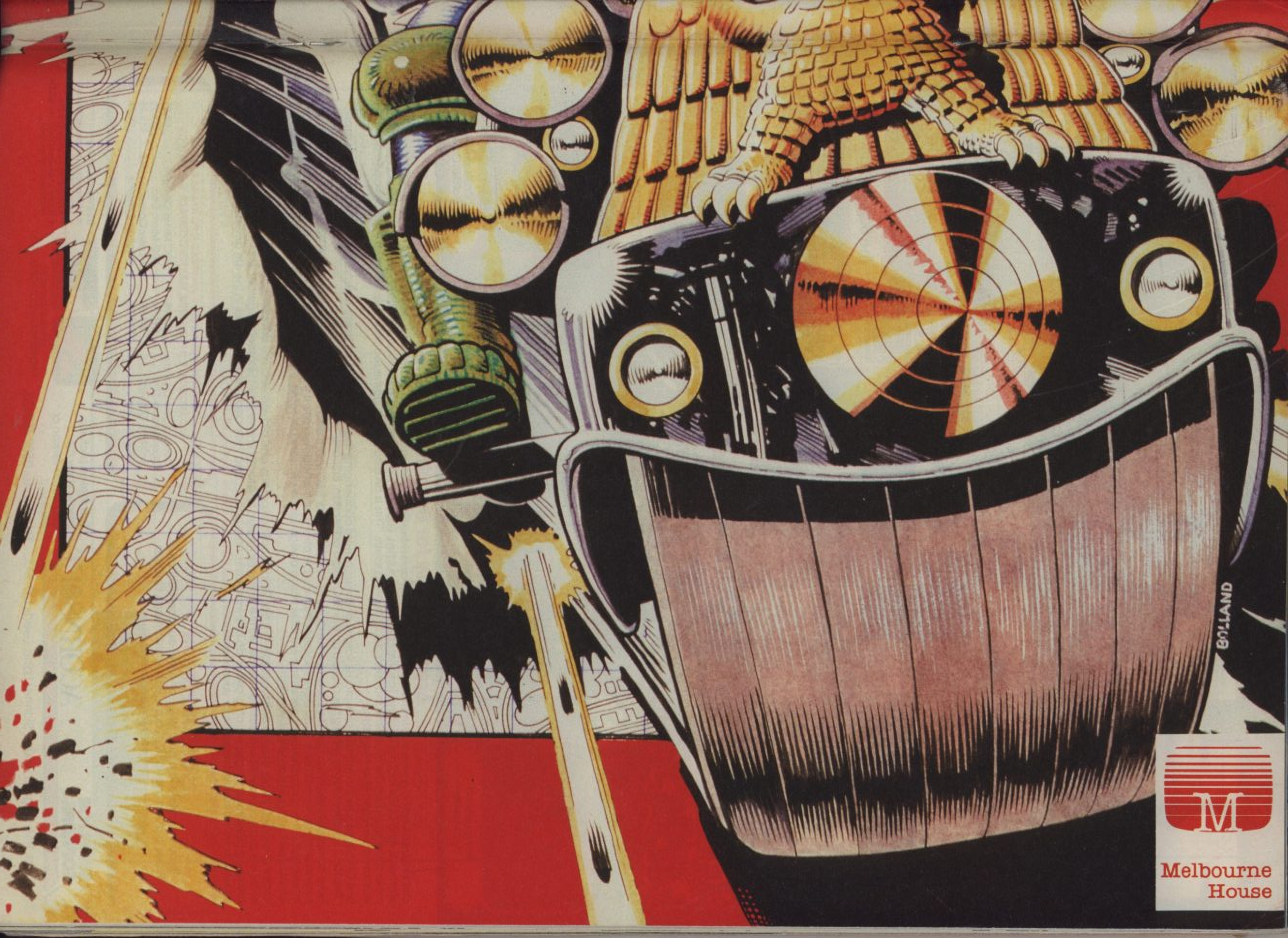
Some prefer no more excitement than that of a well lit and well locked room. But for those bold enough to venture out amidst the bog and craggy rocks, great adventure awaits.





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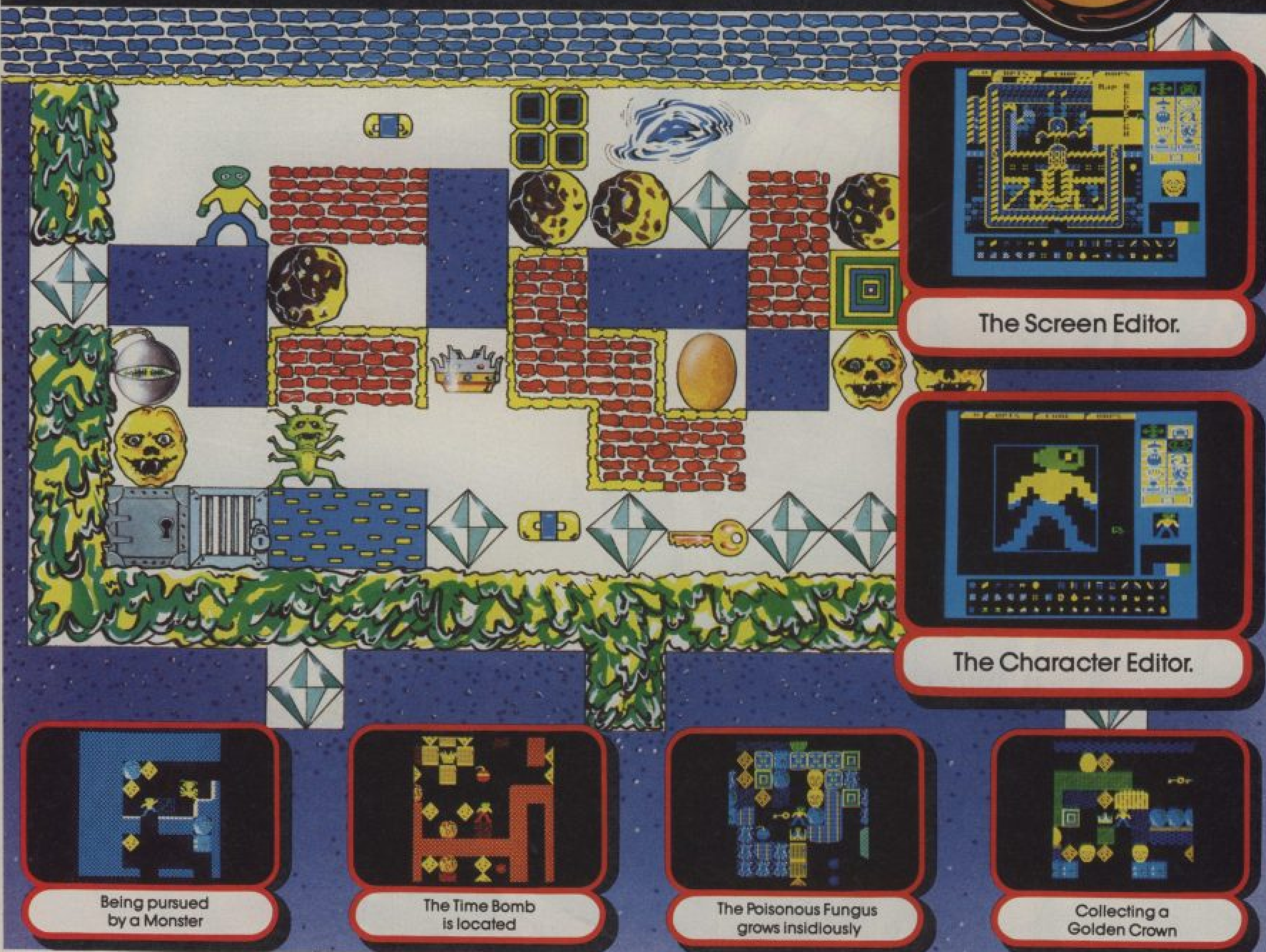


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REPTON 3

THE ULTIMATE CHALLENGE



The Screen Editor.

The Character Editor.

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The Time Bomb is located

The Poisonous Fungus grows insidiously

Collecting a Golden Crown

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Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

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The screen pictures above show the BBC Micro version of Repton 3.

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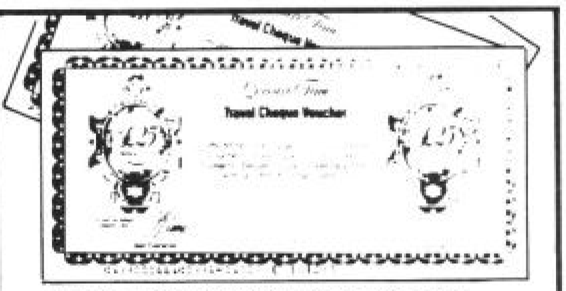
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I.D.E.A.S CENTRAL



Hi, Melissa R. here. This issue I.D.E.A.S Central has expanded to cover four pages — which means that each month we will be able to bring you more hints, tips and pokes for YOUR computer. And when you write to IC in the future, please enclose a recent photo of yourself — passport size if possible. Who knows, one issue you may open up C+VG and find your features staring out! Just imagine the fame at school, or being mobbed as you walk down the street! Send everything to Melissa Ravenflame, I.D.E.A.S. Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you next issue!

SPECTRUM • SPECTRUM

Uridium Playing tips from the masters themselves at **Hewson.** Don't fly over the generator ports as they will despatch mines which will home in on your Manta fighter. Remember to make a 90 degree turn when trying to manoeuvre though narrow spaces, ie. when flying betwen aeriel masts. Hold the fire button down and move up or down.

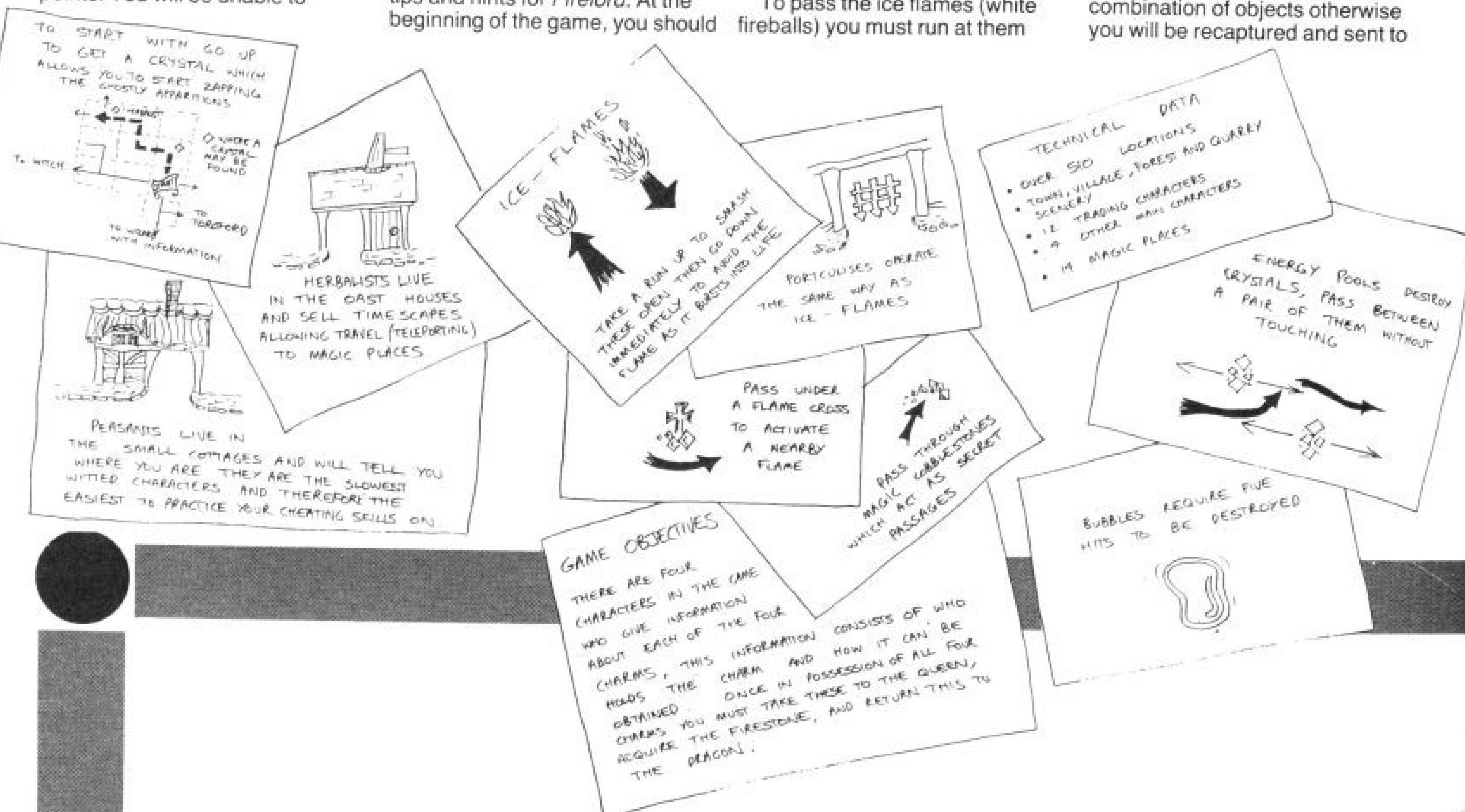
Attack the alien waves from behind as they always fire frontwards.

Destroy complete alien waves to gain bonus points. Shoot all ground target to gain bonus points. You will be unable to determine which components of the Dreadnought are destructable, so shoot all obstacles to be safe. Avoid area with long shadows on the Super Dreadnought because this denotes a high surface which you could fly into. To gain height and fly above alien missiles you should flip direction and do a half loop/roll. After the 'Land Now' message appears on the screen, you should land on the master runway of the Super Dreadnought as soon as possible, in order to avoid the extra nasty aliens which appear after the message.

Hewson have also sent these tips and hints for *Firelord*. At the beginning of the game, you should keep going up the screen and moving to the left until you find an enchanted crystal. The crystal will give you firing power. Once you are in possession of an enchanted crystal you should enter a house and try and steal something. You can then use these objects to barter with other tradesfolk. Try stealing a couple of broomsticks from the Witch. Go in search of the Wizard who will be able to give you some interesting information to help you. Beware of the fireballs which you will encounter on your travels.If you run into them, you will lose a life.

To pass the ice flames (white fireballs) you must run at them head on and then retreat rapidly before they change into deadly fireballs. Try to avoid the green figures which look like enchanted crystals. If you hit them they will steal your crystal thus reducing your firing power. You can barter with the Herbalist to gain a magic spell. This will enable you to transport to a magic place very quickly. Below you will find some drawings and hints to get you through the game.

Charlie Morgan of Croydon has just managed to escape from Ocean's *The Great Escape*. You must escape with the right combination of objects otherwise you will be recaptured and sent to



solitary! If you do manage to escape and do not have the right objects with you, the message will give you a clue at what objects are needed to escape successfully.

There are three keys altogether. The first key is easily found in the room next to the cells — using it will give you access to more rooms containing: German Uniform – this is very useful, if you wear it you can explore the 'out of bounds' rooms with a reasonable degree of safety. Ordinary soldiers will not cart you off to solitary, but, beware of the commandant, he will still show no mercy. Also by continuously dropping, picking up and wearing the uniform you can restore your flagging morale level and boost your score by 50 points at a time. It is not advisable to be found wearing the uniform when you escape or you will be shot as a spy.

Torch — you will need this to explore the underground tunnels for the first time, map them and you won't need the torch again. Don't drop anything while the guards are about. If you are looking for somewhere to hide anything the best place is the tunnel underneath the stove in your own hut. Nearly everywhere else is searched regularly.

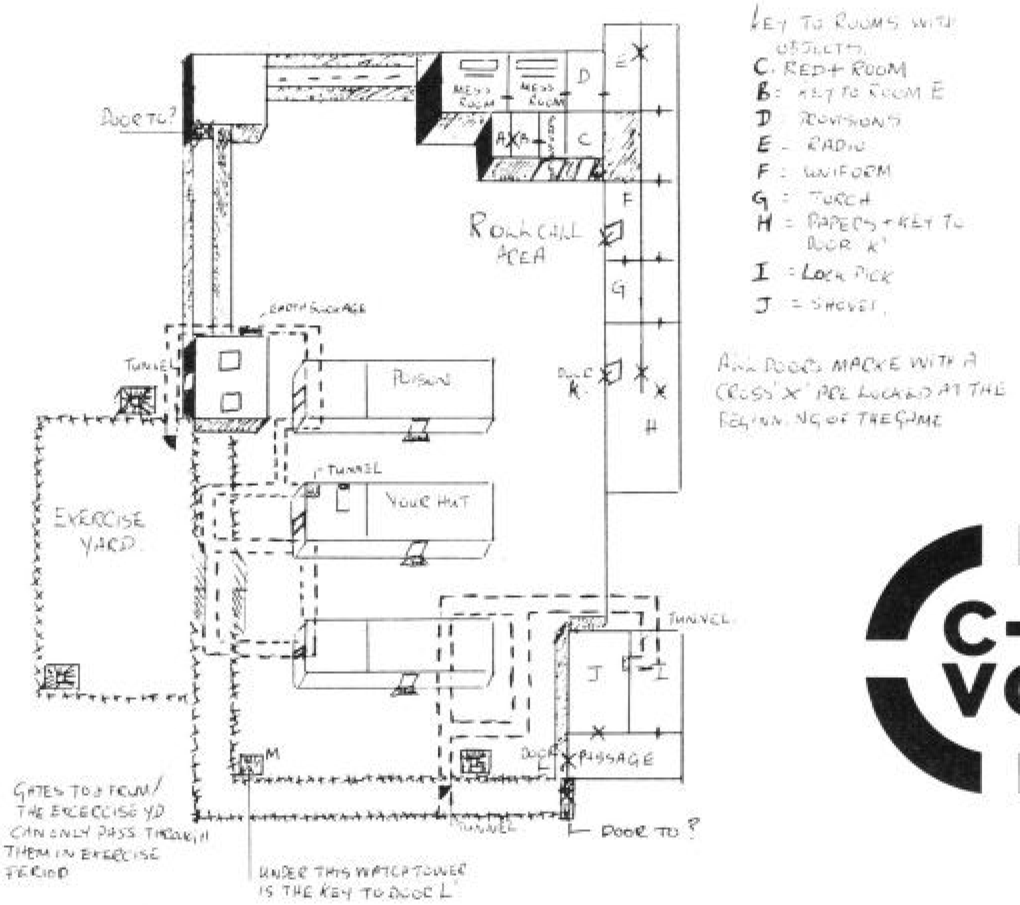
Red Cross Parcels — these arrive in a certain order. The first parcel is a bag of goodies. Next up is the Cutters — the most useful object in the game, without them there is no escape. The third parcel is a bar of chocolate. This is useful for creating diversions for that subtle getaway. Just give it to a fellow prisoner and he will attract the guards while you do a triple backwards half twist sommersault over the fence.

The last parcel contains the compass which is also essential for escape. That's all in the Red Cross department and you only get one parcel a day. You will only get all four if: (a) Get the first parcel that arrives hide it somewhere safe, then deliberately get caught doing something really naughty and thrown in the slammer. (b) Then the next morning when you are released a new Red Cross parcel will arrive and so on until you get all four. If you get caught with a Red Cross parcel on you, that object will appear in the new parcel the next day. If you are sent to solitary any doors that you had unlocked will be locked again, so make sure you know where the key is and any objects you were carrying will also be taken and restored to their original place.

Shovel — useful for digging your way though one of the blocked tunnels. There are so many locked doors, but don't bother trying to find keys for all of them as there are only three keys in the game and you will need to find the lock picking equipment to open the others. Strangely enough you have to pick a lock on one of the doors in order to pick a lock on another door to get the key which unlocks the door you first picked! Confused? Charlie was. This offending door is door K, which will eventually lead you to the papers you need to help you to escape. To get the lock pick you need to get through door L and the key for this was very slyly hidden below the watchtower marked M. Once you have the papers it is time to don the burnt cork, shoe polish, balaclava and plan the escape. Which part of the camp to escape from is a matter of choice and will at the least require cutting through one set of fence. One of the best routes is via the tunnel leading from your hut to the exercise yard. There is only one fence to cut through, no dogs and only one guard in the yard — except of course during exercise periods. You will have to make three trips — carrying cutters and object, cut through fence, drop object and return with cutters. Get the second object and cut through the fence again, drop the cutters, pick up first object and then run like mad to the edge of the screen and Freedom.

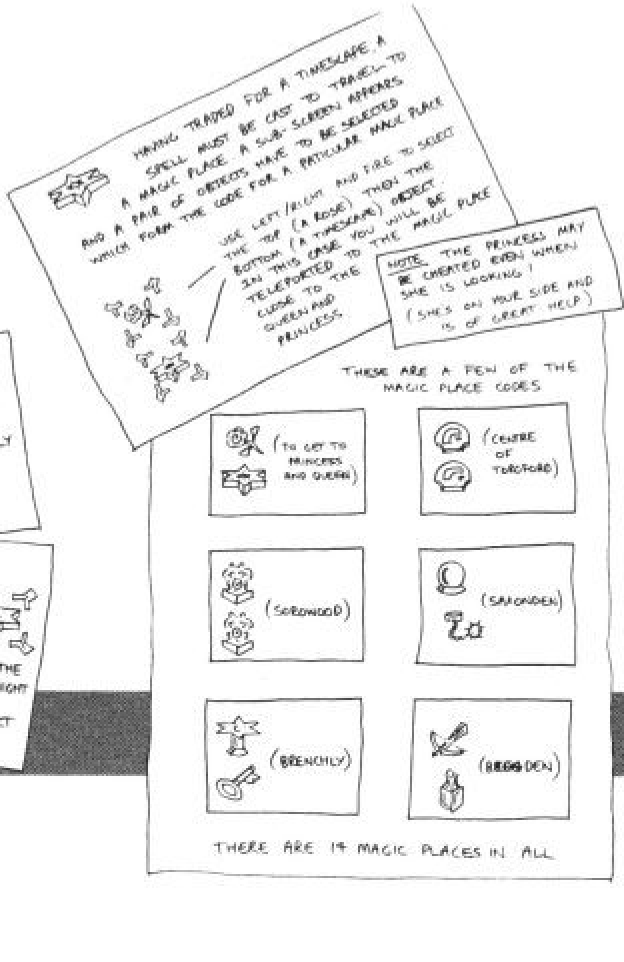
So, remember the key points – it is important to know where the camp commandant is (so you can avoid him). Tunnels are found in the most unexpeted places, but, remember a torch may be needed if you go somewhere dark. Red Cross parcels may contain more than food — many secrets will be revealed if you stand on top of it to pick it up and then use it. Those dogs look dangerous . . . how about poisoning their food! If you escape remember you need to have a compass and forged papers to expediate your escape.

If all of this wasn't enough Charlie has even sent in this map to make things easier for you.



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COMMODORE

Anthony Winter of Tyne and Wear has found a cheat for *Fist II*, which will allow you to walk on water, walk over pits and waterfalls and walk past guards and other nasties. When you move and the screen starts to scroll press "Restore" until your fighter freezes. If you do it correctly your fighter will continue to move without moving his body. To make move normally press "Restore" until he does. While in this mode you will not see all of the main sprites and so cannot pick them up. Dominic Hoare of Kent also found this to work on his C128 (in C64 mode). He also found that some fights cannot be avoided and so if you walk into a room in which there is a man with a lot of strength, then walk out and in again until the computer decided that he is a man of little strength. Thanks guys!

A couple of issues back a reader was asking for some help in getting into 'witch-space' on *Elite*. Denzil Herron of Middlesex sent in this solution — first freeze the game and press the letter 'X' then restart the game and when you go into 'hyper-space' press the 'CTRL' key during countdown, you will then enter 'witch-space'. this will also work on C64. Denzil noticed that while playing Elite on his C64 that if you sell more than 10 kg of platinum you do not get the amount of credits that you are owed, so, you should sell platinum at 10 kg a time.

Toby Flight also heard the plea for help and wrote in with this lot - something unmentioned in the manual is that if you press 'F' whilst on long range chart, the words 'Planet name?' appears. Just type in the name and it is pointed out. Useful for finding planet Orarra in Galaxy 2 where the constrictor lurks. When in Witch space, shoot a mothership and release an energy bomb. The invasion craft only release a certain amount of Thargletss at a time, so you can shoot them down without too much interference. Never ever buy Trumbles. They are a pain and cost 6,000 cr. Mining lasers are good for fighting. Does anyone know if shooting Vipers on this version add to the rating?



AMSTRAD

A couple of quickies for the new one from Infogrames, *The Inheritance*. Firstly, you are better off using the stairs. You can find money in the plate on the dresser. Be prepared to make two journies, leave your passport (wallet) plus ???? and ???? till last. The people you meet require the same items each time so make a note. In part 2, make sure you have had something to eat, are following correct airport procedure and catch the plane at the right time. In part 3, visit the jeweller and pawnbroker and keep your wits with both. Make sure you keep a track of names and faces of almost everything you see.

Some readers have written in and asked us to finish off the *Zorro* playing tips we ran a couple of months ago. So, just for them here's the final solution. Get the cup shaped object and go back up the ladder. Go to the hotel and get the animal brander from the top left of the screen. Now make your way to the 'well' screen and go up to the second level go across this level and onto the next screen. This screen has a bull in the bottom right corner. To the right of the bull is a brick structure with more branders on, drop the brander in front of this. Next to this is a springboard (it's really a pair of bellows) jump up and down on this about 5 times. Get off the bellows and take the brander, it should be orange, walk with it towards the bull. He should run off. Go up the nearest ladder to get to the bottom right of the screen where there is a black horseshoe, get this and you have completed a task. For the next task, go to the hotel room and get the bell, take this to the next screen on the right. Go to the top of this screen and stand under the left arch. Drop the bell and it should be ringing. Do this again with the second bell and the right bell. These should be ringing in harmony. Go back to the hotel and get the bugle, go left of the screen and stand on the see-saw, now press the fire button and a note should fly in the air with a tune playing. Do not move, wait for a guard to come down to you, kill him. Do this a few times to be on the safe side. Go to the top of the screen to get the boot. Go to the hotel and get the key, go to the room with the bells and go down. Work your way across to the bottom left of this screen and go down the ladder. You should now be in a room with a small ladder in the top middle. Make your way up this ladder and you should be in a room with prisoners situated on 3 levels. Release them by walking past with your fire button pressed down — be careful here as there is a sniper whose path is very easy to follow here — now go all the way back to the hotel where there is a fuse. Get this and go back to the prisoners. When you are there use their formation as steps to get to the next screen on the left. Once in this room you must dodge and go left again. Hooray I hear you scream as you see the maiden in the top left of the screen, but, your task is not over yet. Press the fire button down and keep it down when climbing up all the ladders, DO NOT take your finger off, even as you approach the maiden. As soon as you are standing in front of her, then and only then have you finished the game. And you should thank Dean Hughes of Stoke on Trent for getting you through.

POKES

Here we have a poke for infinite lives and infinite springy jumps on *Batman* for the Spectrum.

```
 10 CLEAR 65535
 20 LET SUM=O
 30 FOR N= 64768 TO 64872
 40 READ A
 50 POKE N,A
 60 LET SUM=SUM+A
 70 NEXT N
 80 IF SUM <>13441 THEN
PRINT "ERROR IN
      DATA":STOP
 90 PRINT"START" BATMAN
TAPE"
100 RANDOMIZE USR 64768
110 DATA 17,26,6,221,33,48,
117,175
120 DATA 61,55,205,86,5,243,
48,240
130 DATA 17,131,250,213,1,48,
122,197
140 DATA 1,52,2,33,98,119,
62,68
150 DATA 50,109,119,62,250,
50,112,119
160 DATA 62,200,237,79,201,
62,250,50
170 DATA 142,250,62,177,50,
145,250,33
180 DATA 177,250,17,177,249,
122,1,38
190 DATA 0,237,176,50,202,
249,50,206
200 DATA 249,50,214,249,62,
201,50,215
210 DATA 249,205,177,249,33,
93,253,34
220 DATA 168,252,195,127,252,
62,166,50
230 DATA 136,146,175,50,190,
143,195,128
240 DATA 101
```

Type this in then run. When prompted play the original *Batman* tape. More for the Spectrum come from J Belt of Cleveland

Spindizzy Infinite Time

```
 10 CLEAR 24832: LOAD
    " "CODE 65000: LOAD " "
    CODE
 20 POKE 65141,154: POKE
    65148,29: POKE 65149,255
 30 FOR F=65309 TO 65321:
    READ A; POKE F,A: NEXT F
 40 DATA
    62,201,50,144,188,62,201,50,
    17,189,195,0,178
 50 RANDOMIZE USR 65118
```

Molecule Man

```
 10 CLEAR 24999: LOAD " "
    CODE: LOAD " " SCREEN$
 20 RANDOMIZE USR 23296
 30 POKE 64585,0
 40 RANDOMIZE USR 75060
```

Saboteur

```
 10 CLEAR 24200
 20 LOAD " "SCREEN$
 30 LOAD " "'CODE
 40 POKE 46998,0:POKE
    29894,0
 50 RANDOMIZE USR 63972
```

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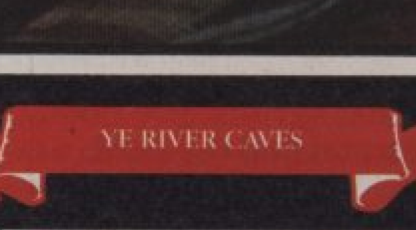
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Admit it. We've got you hooked. Well, along with our friends at *US Gold*, we're offering YOU the chance to win a genuine *Xevious* arcade machine. This Atari coin-op was a mega-hit in the arcades and *US Gold* are about to release the computer versions of the game. And to celebrate that — and Christmas of course! — they've come up with this truly awesome prize for the winner of C+VG's *Xevious Xtravaganza*!

And that's not all. Second prize winner will get a US Gold Grab Bag packed with US Gold games for his or her machine.

Then ten runners-up will get a copy of the Xevious computer game which will be available on the C64, Spectrum and Amstrad. Five more runners up will get a Big Red T-shirt. Now this MUST be a competition you can't afford not to enter!

What do we want you to do? Simple. Just send us a drawing or painting of a Xevious space ship. It could be the attacking fighter, enemy defenders or even the Mothership itself. Let your imagination run riot, 'cos we'll want to print the best illustrations in a future issue of C+VG.

You can use anything you like to create your picture and it can be any size. Once you've finished your picture just send it to *Computer+Video Games*, Xevious Xtravaganza, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is January 16th, normal C+VG rules apply and the Editor's decision is final.

Remember to fix the entry coupon to your picture, otherwise we won't be able to accept it, and don't forget to tell us what machine you own, or what size T-shirt you'd like. What are you waiting for — Santa?



C+VG/US GOLD XEVIOUS XTRAVAGANZA

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____

Age____________________

Computer owned (tick box) C64 ☐ Spectrum ☐ Amstrad ☐

T-shirt size: M/L ________

PLEASE FIX THIS COUPON SECURELY TO YOUR ENTRY

ABOUT THE GAME!

Xevious, a four year old veteran, can still be found tucked away in the corner of most arcades. Its classic battle sequences have never really become outdated, and it's just about to enjoy a new lease of life, thanks to US Gold who's releasing the computer version.

Atari originally released the game in 1983 in the UK, though it was in fact programmed a year earlier by Y Endo, an employee of Japanese based Namco. On joining Namco, Endo wrote a three-part scenario based around the planet Xevious and its inhabitants — artificially intelligent beings, which ungratefully turn nasty and threaten the planet's very existence.

The game is viewed from above, though that rather flat look present in many early games when played from this viewpoint is not too obvious, thanks to some excellent graphics and a clever use of shading which gives the background more depth. Skimming above this peaceful backdrop of forests, rivers, plains and vast stretches of water are the deadly shapes of the enemy of which there are about 24 types, all different but with one thing in common — they all spew forth deadly accurate firepower which looks unalarming, rather like cannon balls, but are fatal on impact.

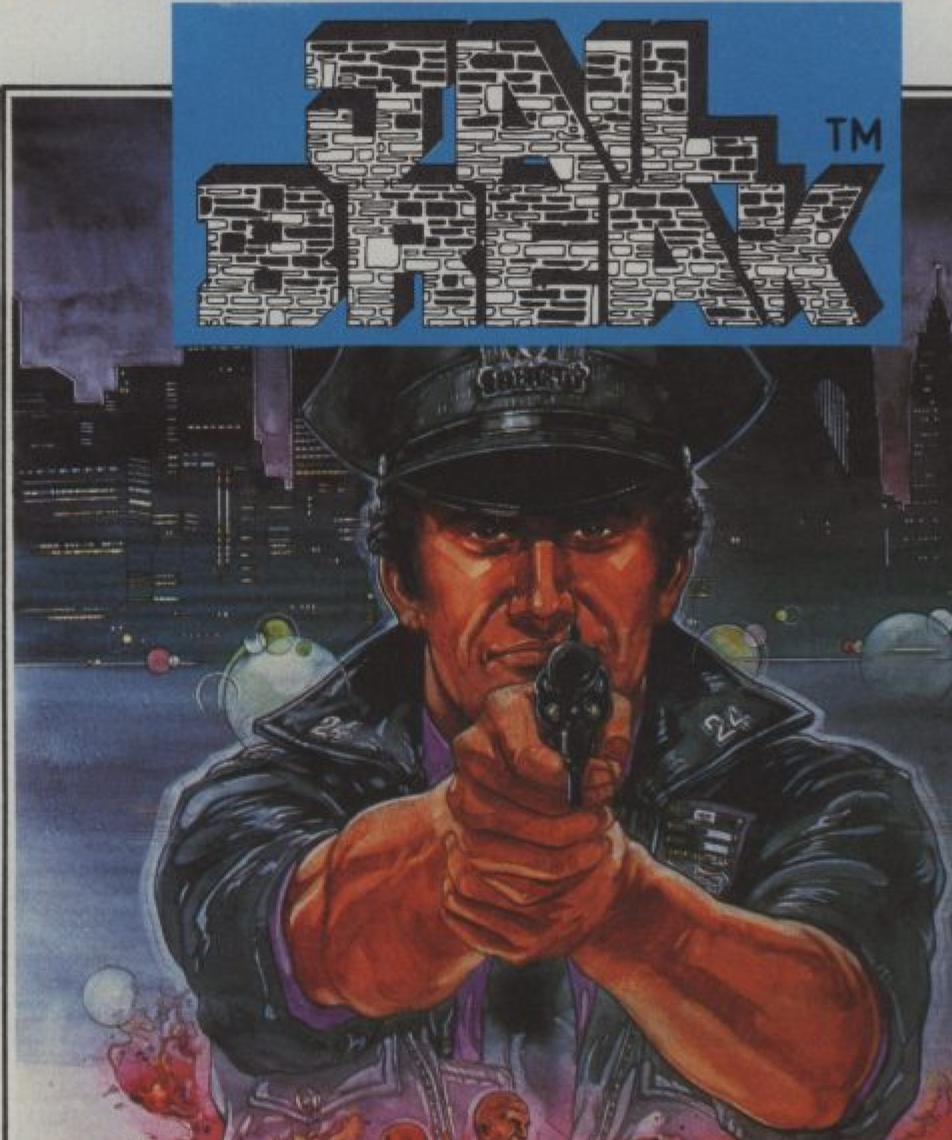
Many of the enemy bases are stationary, but they will track your progress, firing in your direction as you try to slip past. Flying over Xevious is similar to a desperate shoot and dodge game. If you don't get the enemy installations before they fire at you, you end up having to dodge the cannon balls — difficult when they interweave to block your run up the screen.

The enemy mothership is, of course, particularly tricky, being massive and extremely well fortified with cannon emplacements. Still, if you accelerate, decelerate, twist and turn, you might just make it through with a whole skin and hopefully with a decently respectable score, too.

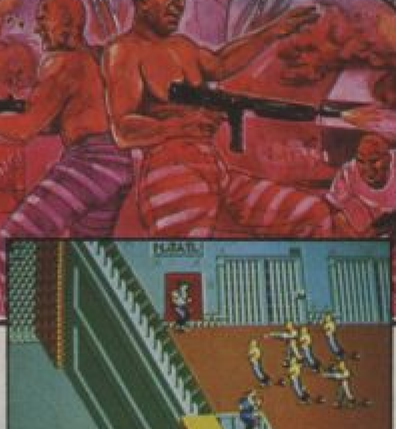
There are various tricks to earn bonus points — flying over the odd flag is just one way and if you blast certain objects on your flight through the game, hidden characters will appear. There are dozens of methods of playing Xevious which can only be found through trial and error, although a book has been published giving away vital playing techniques to anyone interested in getting a high score of ten million.

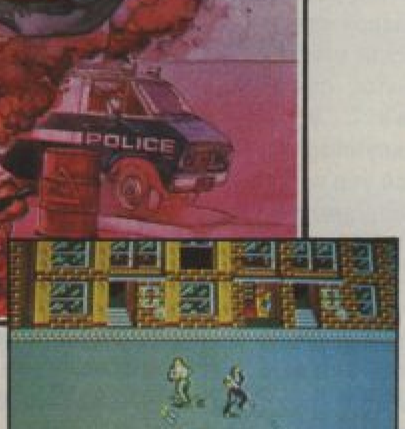
Xevious might be a oldie but it still ranks as one of the all time classics. The proof is in the fact that it's still around in the arcades. The only problem is that the damn editor won't let me enter the competition!!

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STICKY

Silence in court. The Joystick Jury has assembled again to sit in judgement on the latest batch of these essential game playing aides. There's been a whole lot of powerful pulverising going on as the joysticks have been subjected to trial by terror and torture. The jury is about to return its verdicts . . .

THE RATINGS EXPLAINED

In accordance with normal C+VG practice, all the joysticks featured here have been graded on a scale of 1-10. For those of you who insist on percentage marks, just add a zero to the score. The categories investigated are as follows:

Accuracy: Does the joystick fire when you want it to or does it have a mind of its own? A vital rating, we think. After all, who wants to move right when you intended to go left?

Ergonomics: Never use a simple word when a more obscure one will do. This category looks at design. Does the joystick look and feel right?

Strength: Otherwise known as the Big Red wrench test. Is the joystick likely to fall part with the least provocation or melt in your hot, sweaty hands in the white heat of battle?

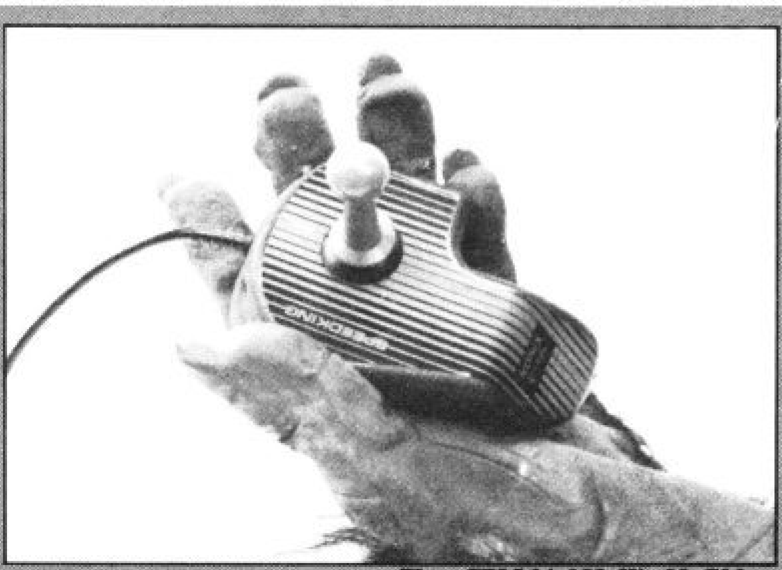
Overall: Is this the biz or not? Does it do its job properly.

The Game: To try and introduce some consistent standard to the tests all the joysticks were used on Ikari Warriors. We were going to use SAnxion but we lost our copy of the game.



SPEED KING

▶ PRICE: £12.99 FOR MOST MACHINES. £14.99 FOR BBC, C16/PLUS 4 AND DRAGON



This is the joystick that's hot at the moment. If you believe the makers and PR hype, it's selling faster than the speed of light.

It's designed to be hand held. There's no base or suckers so you can't stick it to the table. It fits snuggly into the left hand, forefinger curling under to hit the fire button. The stick itself is operated by the right hand. If you're left-handed, forget it. It's almost impossible to hold, and you'll stand no chance in a high speed zap session.

The shaft looks fairly fragile but is very responsive and looks a lot tougher than it appears.

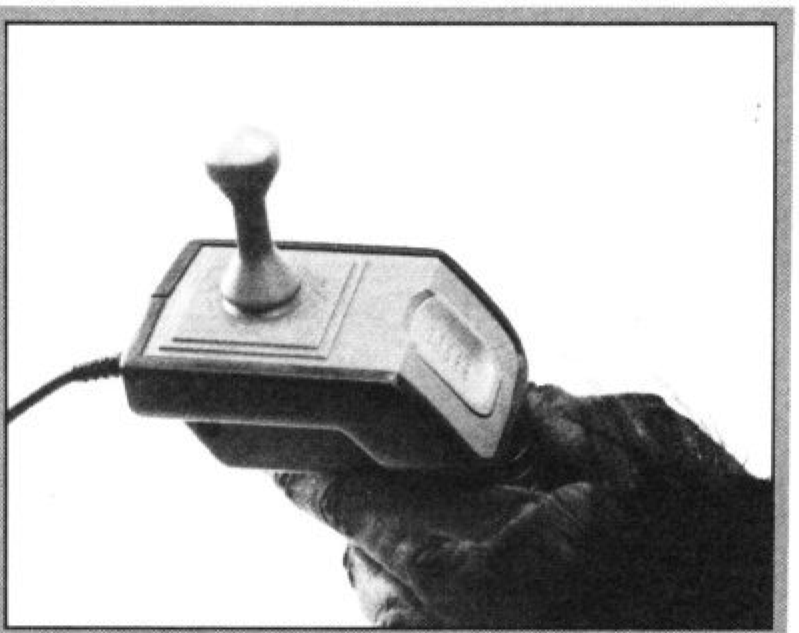
All in all, the Speed King is a nice little performer. But you'd better try it out for size before parting with your hard earned cash.

▶ ACCURACY 8
▶ ERGONOMICS 5
▶ STRENGTH 8
▶ OVERALL 8

Machines: Spectrum, Spectrum Plus, CBM 64, 128, Vic 20, C16 and Plus 4, Atari, BBC, Electron, Dragon, MSX, Amstrad, Oric.
Maker: Konix Computer Products, Unit 13, Sirhowy Hill Industrial Estate, Tredegar, Gwent.

MAGNUM

▶ PRICE: £12.50



The Magnum, Mastertronic's first foray into the world of joysticks, is another hand-held model. At least this time its ambidextrous design should present no problems to left-handed players.

As the name suggests, this joystick is gun-shaped, with the fire button falling under the thum and the shaft on top.

It fits nicely in the hand and a prolonged playing stint produces no really bad side-effects on the hand. Both fire button and shaft perform well, responding instantly to action.

The one drawback is that it dosen't feel too sturdy and you get the impression it may not be able to stand up to month after month of zapping.

It also comes with six foot of cable. Mastertronic claims this is more than with any other joystick. This, of course, enables you to stand or sit a long way from the computer screen. Which is fine if you have the eyesight of an eagle and can still see what's happening on screen.

▶ ACCURACY 8
▶ ERGONOMICS 7
▶ STRENGTH 6
▶ OVERALL 8

Machines: All major home computers, C16 and Plus 4 and Sinclair Plus 2 needs adaptor.
Maker: Mastertronic, 8-10 Paul Street, London.

FINGERS



Christmas is a time of peace, goodwill and joy (sticks) for all arcade players.

Others on the market at the moment: Check out Cheetah's 125+ at £8.95. It features two base fire buttons and a third situated at the top of the stick. A fourth fire button is on the front of the stick, lying under the forefinger.

Slightly more expensive for Cheetah at £14.95 is the Match I+. It's compatible with all major computer makes.

Britannia Software is also marketing a new hand-held stick called the Phasor One. It looks similar to Mastertronic's Magnum stick, vaguely gun-shaped with the shaft on top of a pistol grip. It costs £8.95.

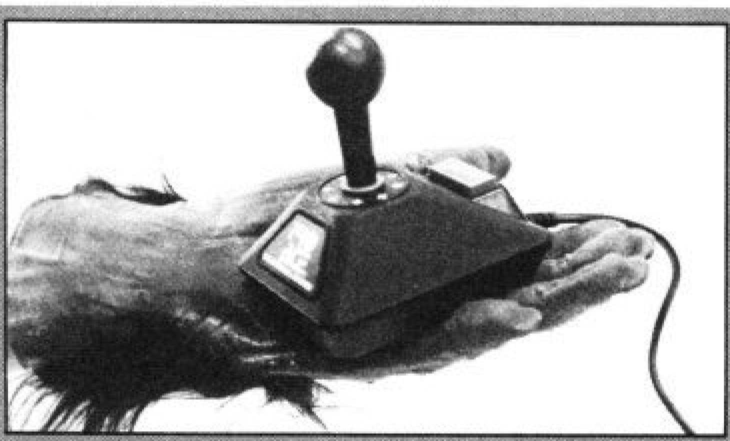
PRO ACE

► **PRICE: £11.95**

For some strange reason the Pro Ace is very pleasing to look at. I just happen to like the black matt finish set off by the rather big red (no pun intended) fire button.

But that's about all there is really. The whole thing is sturdily built and will no doubt last but was almost immobile, making response time quite slow.

The whole thing was also a little uncomfortable to hold in the hand, all angular edges jutting into the palm. A miss with the jury.



► **ACCURACY** 6
► **ERGONOMICS** 5
► **STRENGTH** 7
► **OVERALL** 6

Machines: All major makes.
Maker: Euromax, Pinfold Lane, Bridlington, North Humberside.

GUN SHOT

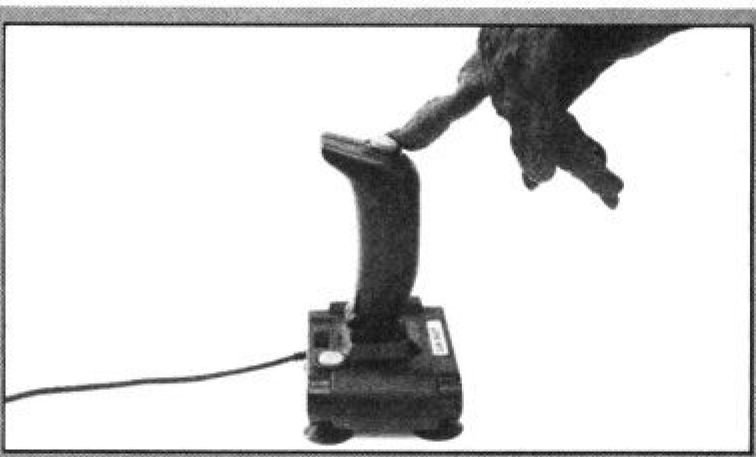
► **PRICE: £8.95**

Pretty much a standard looking joystick, with four suckered feet for firm anchoring to the table for all those important moments.

It has two fire buttons, one on top of the stalk and the other on the base. It also has autofire option if you really want your enemies to bite on a stream of bullets.

The stalk is smooth, so if your hands tend to become a little sticky then there's a chance it could slip.

Overall, the joystick peforms well and has the mark of durability about it.



► **ACCURACY** 7
► **ERGONOMICS** 7
► **STRENGTH** 8
► **OVERALL** 7

Maker: Vulcan Electronics, 200 Brent Street, Hendon, London.

ELITE

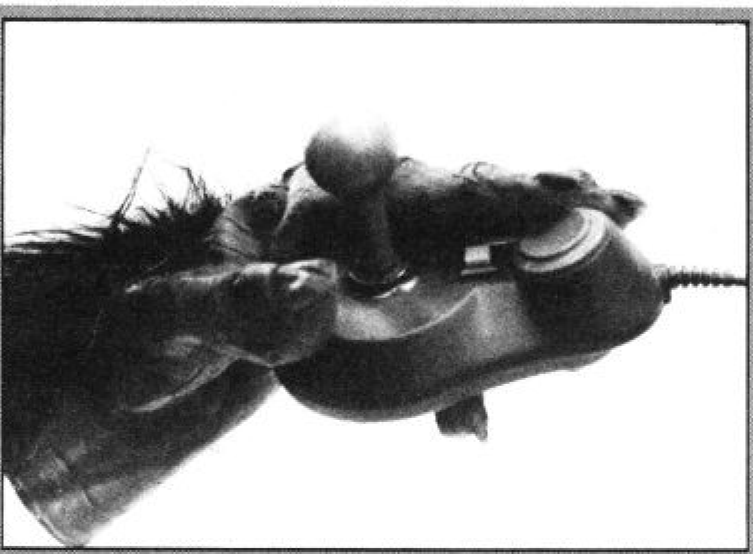
► **PRICE: £15.95**

Odd shaped and sturdy-looking, the Elite is a disappointment when you get to grips with it.

The shape makes it very uncomfortable to hold and the auto-fire button has to be held down all the time. We even bound it up with sticky tape to keep it blasting away.

It does, however, respond well and has the feel of something lasting a long while.

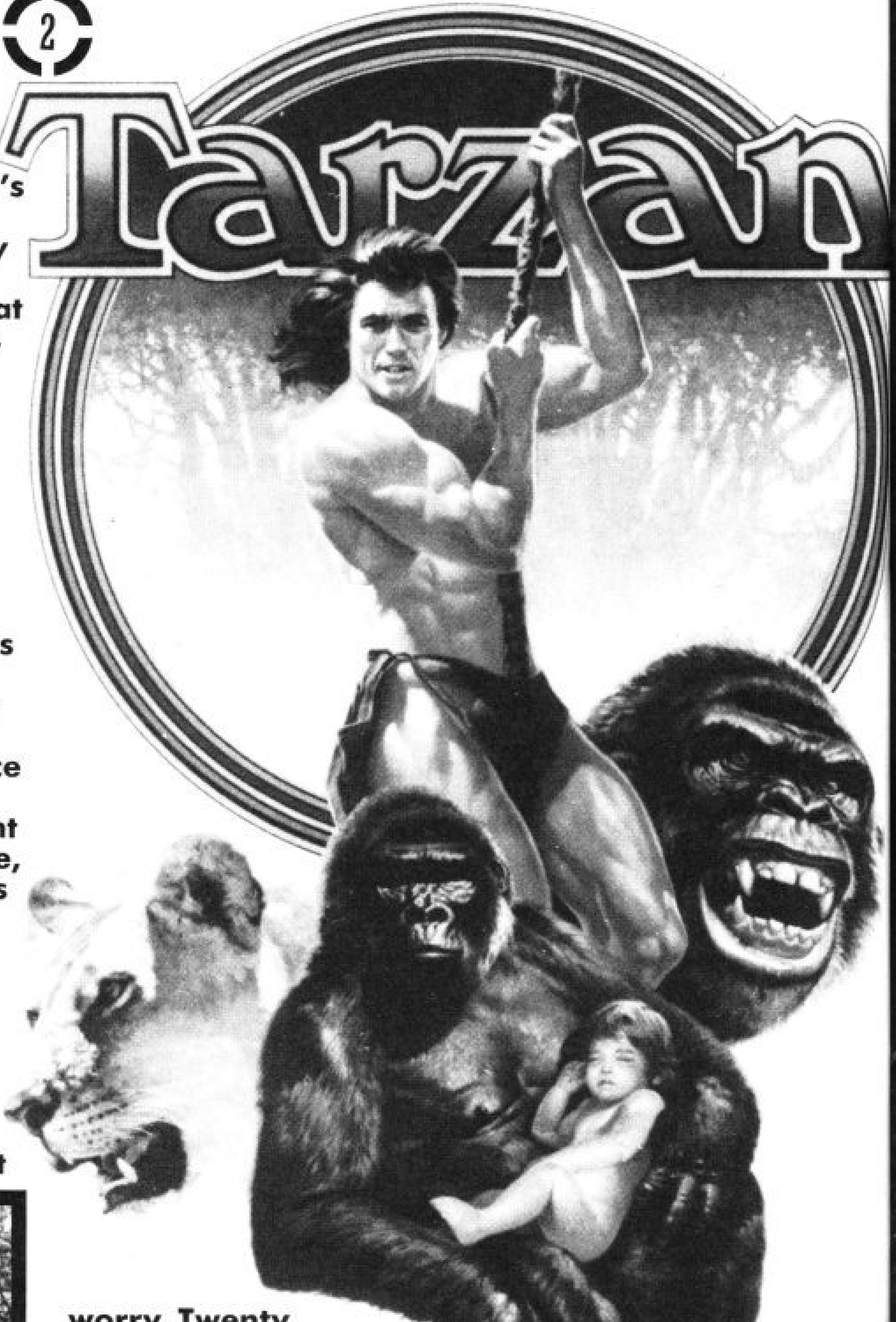
We feel it's a little bit of a let down when you consider the quality of past Euromax joysticks. Overpriced as well.



► **ACCURACY** 8
► **ERGONOMICS** 8
► **STRENGTH** 5
► **OVERALL** 6

Machines: Atari, Commodore, Amstrad, MSX and Spectrum, BBC and Electron (with interfaces).
Maker: Euromax, Pinfold Lane, Bridlington, North Humberside.





This is the first time Computer+Video Games has ever given you a ROAR deal.

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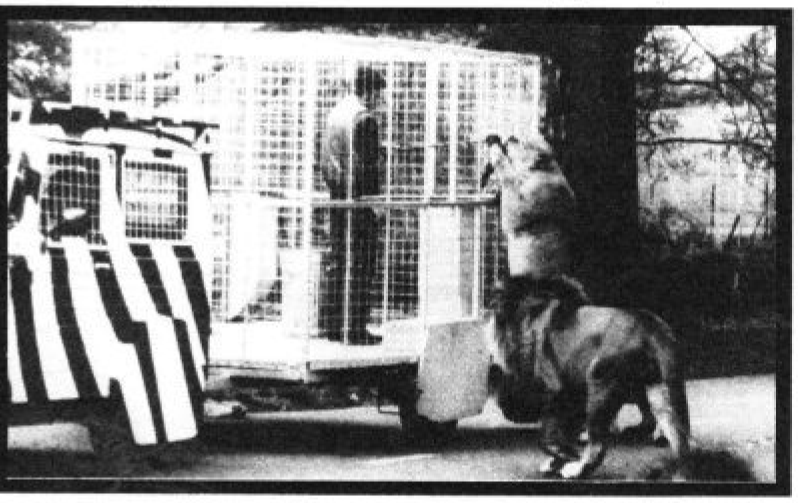
Martech, the people behind arcade combat adventure Tarzan, and **Windsor Safari Park**, have arranged a special top prize in our competition based around the Lord of the Apes for the winner and their family — that's four people in all.

One of the most popular of the park's attractions is the daily feeding of the big cats. The winners will be allowed to stand inside the "feed wagon" as it is towed through the compound. Exciting and memorable just won't begin to describe this experience. Have you the nerve to go through with something which would even make Big Red tremble?

Not only that. You'll be able to experience the many other attractions of Windsor Safari Park — a walk-through tropical plant and butterfly house, chimpanzee enclosure, the unique African "Tiki" Show and Noah's Ark Playcentre. Then there's the killer whale, dolphin and sealion shows, parrot show plus hundreds of other animals in drive-through reserves.

Tarzan the game is set in the sprawling jungles of Africa. Jane, his mate, has been captured by hostile natives. Tarzan must rescue her.

And if you miss out on the top prize, don't worry. Twenty runners-up will receive copies of the game.



Just answer the following Tarzan questions and send your answers to Tarzan Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is January 16th.

1 Name the author who created Tarzan.
- a Edgar Allen Poe ☐
- b Edgar Rice Burroughs ☐
- c George Bernard Shaw ☐

2 In what year did the first Tarzan book story appear?
- a 1912 ☐
- b 1924 ☐
- c 1900 ☐

3 How many Tarzan films have been made?
- a 10 ☐
- b 46 ☐
- c 80 ☐

Tarzan Competition

Name____________________

Address____________________

____

____

Please indicate which computer you have.

Amstrad ☐ Spectrum ☐ CBM 64 ☐ BBC ☐ MSX ☐

SPACE CAMP

Retrace the past. The date: April, 1950. The place: Huntsville, Alabama. Werner von Braun and a select team of rocket scientists appear on the scene. Within a decade, everything will change. Agriculture will give way to technology as a small city becomes the centre for America's rocket and missile research.

A by-product of this technology is the Space and Rocket Centre Museum, host to over four million visitors since it opened in 1970.

Observe Wally Schirra's tiny mercury capsule, or the charred command module of Apollo 16.

From a moon buggy to moon rocks, over 1500 pieces of rocket and space hardware are on display — valued in the tens of millions of dollars. It is here that SPACE CAMP was born. Marshal M. Rosenthal reports.

Space Camp gives young people from all over the world the opportunity to see what it is like to be an astronaut.

Enrollment was a modest 750 when it began in 1983. Today it is up to 3,000 per season, with a dormitory of 140 beds for each one week session.

How to explain what Space Camp is like?

How better than to ask the would-be astronauts themselves. Here's Todd, 11, David 13, Chris 12, Liz 12, Jill 14, and Greg 16. The younger members of our group had just completed level one of the camp's training programme while Jill and Greg were veterans of level two — in which you get to do some really "awesome" stuff!

Greg: The camp was very different from what I expected. Fun, but also a lot of hard work.

David: When you see that big Saturn rocket on display outside in Rocket Park, you really get an idea of what it's all about.

Todd: The equivalent of a thirty story building that propelled the Apollo astronauts to the moon. Awesome!

Jill: What they had you do made you learn a lot. First you took a test which has some pretty hard questions about the space programme to see what you already knew. This way the could place you in a team with others like you and see that you got the right kind of instructions.

David: We spent a lot of time learning stuff. Our teams were named after the sun and planets. Mine was Neptune.

Liz: Chris and I were both on the same team, Mars.

Todd: Venus for me.

Greg: Our teams were named after the shuttles. Jill and I were both *Discovery*. The others were *Columbia* and *Atlantis*.

Todd: The first day, Sunday, we counselors got up at 7.30a.m. After we got dressed, we all did about 10 minutes of exercises to warm up. Then we went to eat in the cafeteria.

Chris: The food's pretty bad.

David: It's realistic that way!

Greg (*holding up a silverized aluminum pouch*): Look at this stuff. Dehydrated beef and potatoes!

Liz: It's not McDonalds for sure.

Chris: Level One had a lot of speakers from NASA and companies involved with the space program. One of the topics was about the space telescope they're gonna build. Outside of Earth's atmosphere, it can see a lot farther.

Todd: Another talk was about laser technology and how it can be used in space to produce all kinds of things that can't be done here on Earth.

Liz: There's a 360 degree theatre that you can sit in and watch the picture projected all around you. It makes you feel like you're flying. We saw a lot of films made during space missions.

David: There's a G-force ride that you go on. It hits you with the effect of three gravities. You sit in these seats and get spun around.

Jill: The seat moves back and pushes against you. But you're buckled into it, so it's okay.

Todd: You have to look overhead all the time, there's a movie. . . .

Liz: (*interrupting*): A movie showing space. I liked it a lot.

Chris: When it's done, you're supposed to be able to just get up and walk away like nothing happened. A lot of kids had funny looks on their faces.

David: I'm glad I was okay, it takes one and a half minutes for the ride to slow down and stop.

Todd: I saw a lot of kids wobbling.

Chris: Yeah, it takes a while to feel normal again.

Jill: Level Two got to try this neat ride that simulates flight takeoffs and returns. You get strapped into a special seat which is inside of a huge ball that's inside of a large vertical tube. Then, a huge blast of compressed air goes off underneath and you're shot up to the top of the tube like a super-powered elevator. After a few moments, you drop back down by get stopped by another blast which acts like an air brake. It feels like a big hand tossing you back and forth.

Liz: One day we got to make rockets from kits with solid fuel motors and shoot them off.

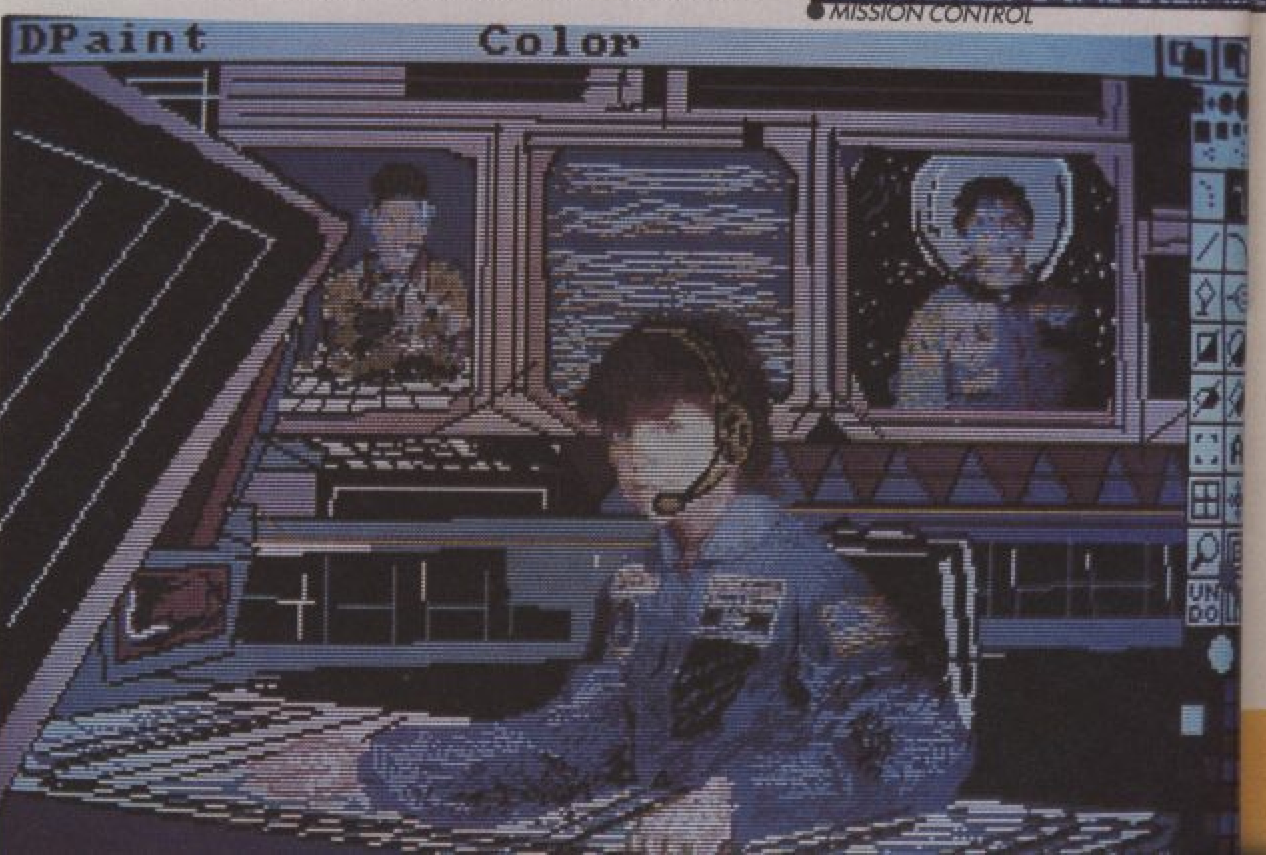
Chris: One rocket didn't work right. The whole thing dive-bombed straight down and buried itself halfway into the ground.

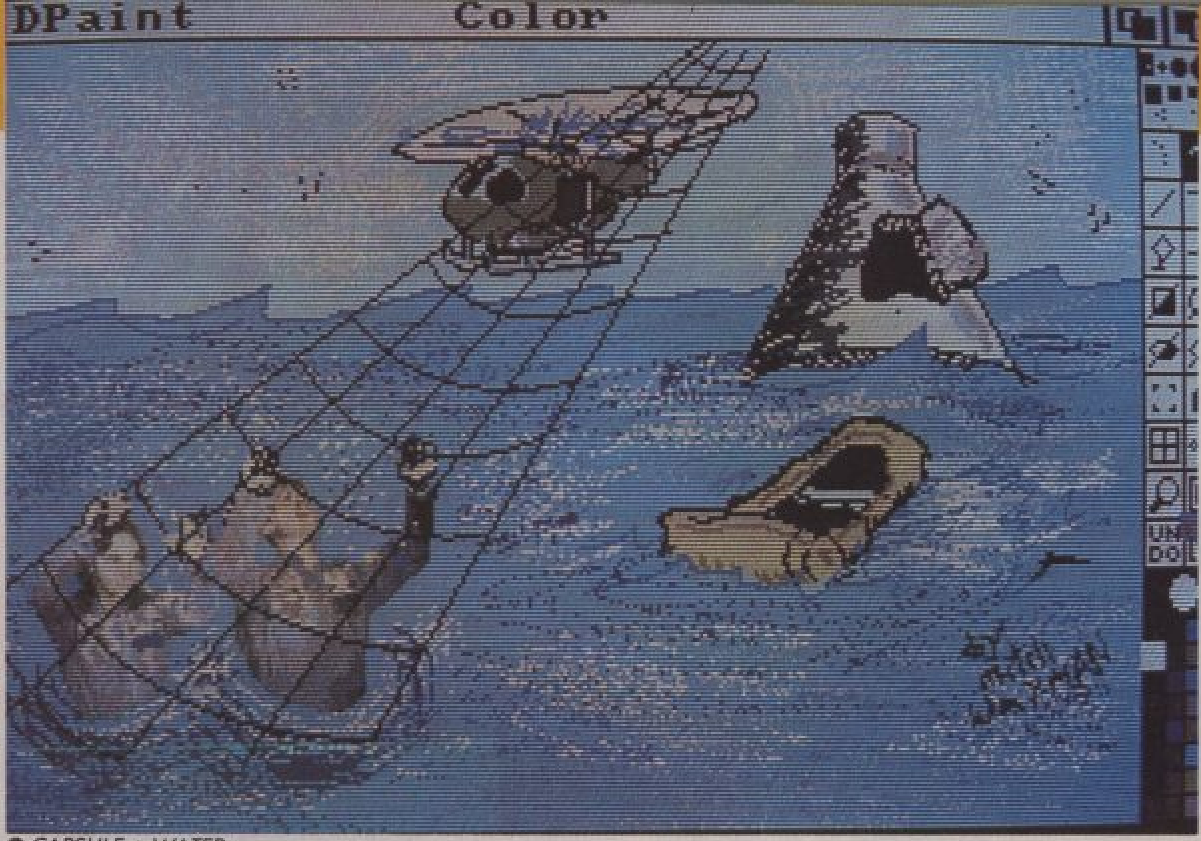
Greg: Level Two is almost fully devoted to missions aboard a full

● JILL IN 5DF MACHINE



● MISSION CONTROL



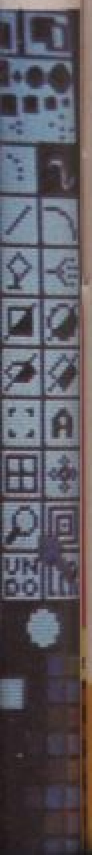


● *CAPSULE + WATER*

CAMP SPACE

scale spacelab module. But first you have to learn about satellite deployment and how to use the shuttle's large remote arm for experiments in space.
Jill: Each team also has to design a working space station on paper.
Greg: The station has to be effective for the year 2010, and you can't use more than six trips to get all the parts into orbit.
Jill: We called ours OSSARF, the Orbital Space Satellite and Repair Facility.
David: I really liked the water stuff.
Chris: It's to simulate weightlessness.
Liz: One of the exercises was to build a space structure. We used 12 foot long sticks to make a tetrahedron, which is a three-dimensional figure.





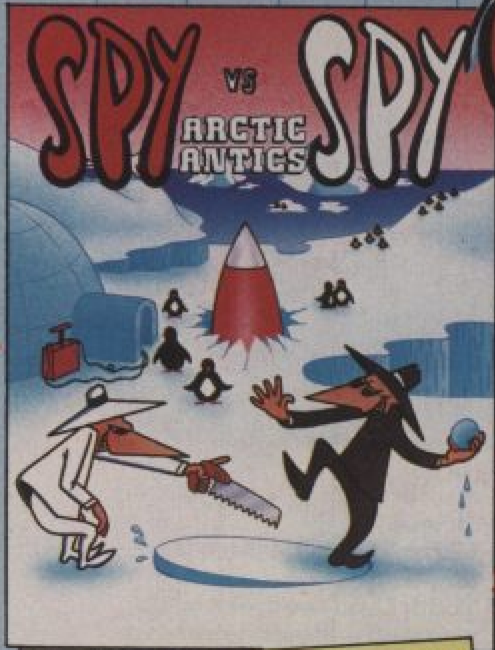
David: What we were doing was creating a satellite and a space station. It took teamwork. Being in the water made it pretty difficult.
Jill: Everybody had this exercise. The sticks were of a neutral buoyancy, so they didn't float or sink. They stayed exactly where they were placed.
Greg: But we didn't! It was a tough going, especially as we had to also make another structure from smaller sticks.
Todd: Another thing they had you do was to try and open a box floating in the water at the deep end. You kept floundering around. Then you get to try it with footholds on the side of the pool. No wonder it helps to have them built onto spacecrafts.
David: A neat exercise is the one when you pretend that your Apollo capsule has capsized in the water, and you have to jump out and swim.
Todd: It happened once to the astronauts.
Chris: You and another kid jump into the pool and have to swim for a raft.
David: You have to help the other guy in if you're first.
Chris: Then you both have to paddle the raft to the other end of the pool and grab onto the helicopter netting that's placed there.
Liz: It would be easy, but there's a rope attached to the raft.
David: Right. The counselors pull it all sorts of ways to make it seem like the waves in the ocean. I almost fell out.
Chris: The raft moves around so much, you swim to it and then . . . where is it?
Liz: But the most fun was the shuttle mission. In Level One, you get to either be on the shuttle or part of ground control.
Chris: I really like the shuttle simulator. The cockpit moves and tilts upward almost 20 feet. It's done with a joystick that is used by the commander and pilot.
Liz: Everybody reads from scripts in order to proceed correctly. But there's also problems tossed in. You have to figure out what to do and real quick. On our mission, the cargo door got stuck and wouldn't close. We had to go out and close it manually.
Chris: I was the payload specialist in the capsule for that one. We all had to wear space suits and wait for the airlock to be decompressed.
Liz: (giggling): One of the guys almost didn't make it back into the shuttle before we blasted off. Bye, bye guy.
Todd: At least he got the cargo door closed.
David: When you go out, you ride on simulators that imitate weightlessness.
Jill: One's called the 5 DF, for five degrees of freedom. It's a chair that spins you around as it is connected to a circle within a circle. But you don't get dizzy because your whole body is always going together. It moves on air bearings.
Jill: The spacelab module we used was an actual one to one sized reproduction. We did experiments inside of it, like making a hologram with lasers.
Greg: There's also a reproduction of Houston's Mission Control, with buttons, clocks and video monitors. Level Two does two missions, and on the ground I was the Flight Director. Besides being in charge of the overall mission, I monitored the crew inside the shuttle on one of the television screens.
Chris: The abort button gets used a lot.
Todd: Level two does a lot of neat stuff — it sounds awesome.
Chris: There's also a debriefing after the mission to discuss what happened. This goes into the problems that occurred, and what should have been done.
Jill: On one landing, our pilot missed the strip by eight miles.
David: Having problems was part of the fun.
Jill: The camp let me see what being an astronaut is like. Women can do it just as well as men.
Chris: Some of my friends are afraid because of the shuttle tragedy. But I'd still go.
David: Me too. The space programme has a good record considering what we're dealing with. NASA is dependable.
Todd: There's a lot willing to go now. . . .
Liz: Like me. I'd go right now if I could.

● Those over 16 needn't despair as the 1987 season will see two new levels geared for college students. Even weekend programmes for adults are planned. Additionally, new facilities are being erected adjoining the museum. The 70,000 square feet will include such things as a full size payload bay mockup and a remote arm manipulator. Plus other surprises.

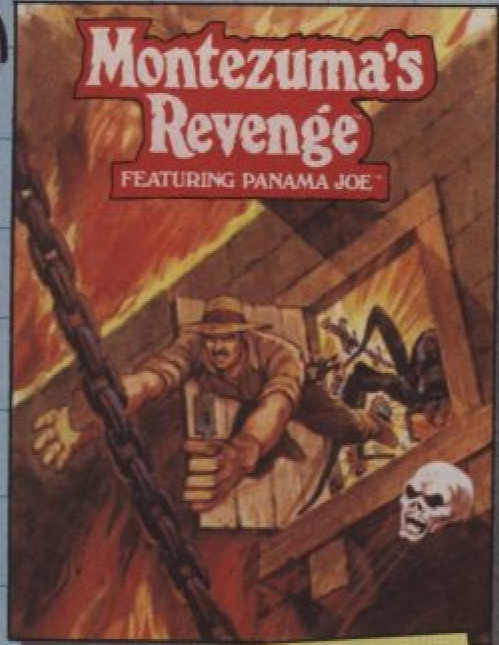
Space Camp: The Space and Rocket Center, Tranquility Base, Huntsville, Alabama 35807
Sessions begin in March and continue through early September. Level One — $400.00 Level Two — $450.00

● *Digitised pictures by Mitchell Waxman and Delfin Barral*

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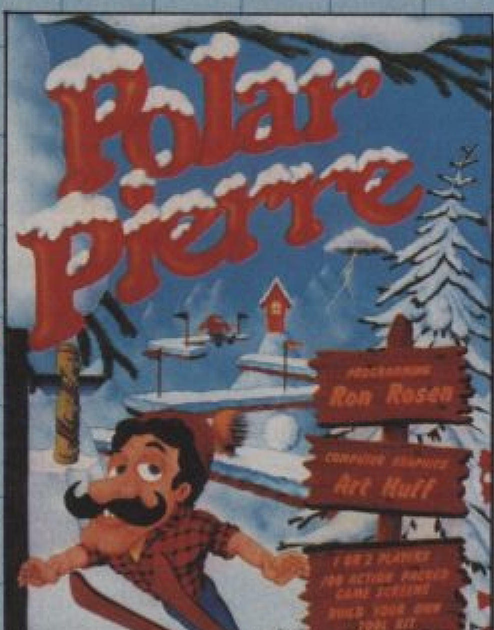
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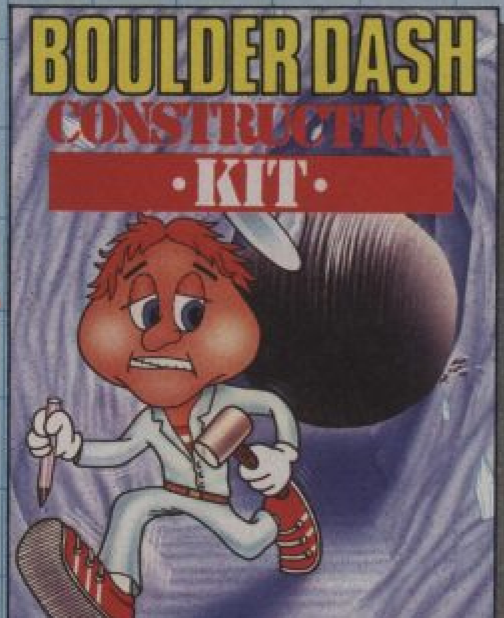
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Extract from Topsy's History of the Galactic Empire (Vol. IV)
By rule year 4010 the Emperor Icetor had control of more than 600 inhabited worlds, although the real power lay in the hands of the elected civil service which loosely ruled democratic governments on each planet. The Emperor saw his role as figurehead and, although he maintained a far-reaching secret service and could technically still override all other governments, he had no such intentions. This, however, did not please his son and heir, the mad Prince Wilhelm, who wished to assasinate his father and begin a tyrannical command of the empire.

"That's him," Riggs snapped a switch down on his desk. "The agent is here," he said. "Rush him up to me."

The young man in the cloak suddenly discovered that custom and immigration formalities didn't seem to apply to him. Within five minutes he was sitting in the Commander's office.

"I have, of course, a mission for you. A very delicate and dangerous mission." Riggs looked carefully at his visitor.

"I trust the pay's good then," retorted the agent.

"It needs to be, this is a tough one," sighed the Commander. "Now with your contacts, I assume you know that Prince Wilhelm has escaped."

"It was rumoured that he was developing some new weapon, but nobody knows where."

"The prince has a space station in orbit around Beta 5 here. It has a unique defence. It's invisible!"



"How do you mean, invisible," interceded the agent. "If you can't actually see it, it must be detectable by other ways."

"No. Not only can it not be seen with the human eye, it can't be detected by anything we've got. Not by sensor, laser, heat, mass or anything else. We know it's there, but it doesn't appear to exist!"

"So why not send a fleet of battle cruisers to bombard the area?"

'No I'm afraid the situation is a little too delicate for that. If any of this leaked out, and the public realised how far the prince has got, the trading markets and maybe even the security of the galaxy would be in jeopardy."

"I see. If I can do something here, I'm a hero. If anything goes wrong, you've never heard of me?"

"Correct. For this reason your team will be selected by you from volunteers currently in prison. You will be given details of their various skills and you will pick two people."

"Yes, this is all very well, but you haven't told me what you want me to do yet."

"Quite." Riggs paused to open a map out across the desk. "The surface of Beta 5 is mostly sand desert. The atmosphere is breathable, though a little thin. On the eastern continent just here is a settlement of a small group of space pirates. They prey on the star lanes that pass close to this system. Now the Prince is using them to protect his operation here. Somewhere below their base, or maybe in their base as most of it is underground, there is a safe. And contained in that safe is the co-ordinates of the space station. One of our operatives found this out, but was unable to actually set those figures. If we knew those exact digits, we could teleport onto the station!

"And all you want is for me to break into the base, find the safe, crack it, get the co-ordinates and radio them to you? Hardly worth mentioning really," the young man intoned, sarcastically.

"Told you it was a sticky one. Mind you it's worth a million credits if you succeed, and your team will be freed from their jail sentences with a fat bonus, too. Always supposing you all survive . . ."

"Oh I'll try to do that all right, if it proves at all possible." A grin almost appeard on the young man's face as he spoke . . .

THE LISTING

```
   1 REM
   2
   3
   4 REM                     by Mik
e Turner                    & Paul
Jefferies
                           STAR D
REAMS 1986
                        For the bac
kground story you require a copy
 of Computer &Video Games magazi
ne JANUARY 1987
   6 INK 0: PAPER 7: CLS : PRINT
 AT 10,0;"DATA IS LOADING"
   8 LOAD "MAP" DATA A$()
   9 PRINT '"PLEASE WAIT"
  10 GO TO 1000
 100 FOR N=2 TO 5: PRINT AT N,6;
D$(6 TO 31): NEXT N: RETURN
 105 POKE 23658,8: BEEP .2,1
 106 LET u$=INKEY$: IF u$="" THE
N  GO TO 106
 107 IF U$="M" THEN  LET CAMP=1:
 RETURN
 109 IF U$="E" AND A$(LEVEL,POS)
<"0" AND DIR<>2 THEN  GO TO 106
 110 IF (U$="7" OR u$=CHR$ 11) A
ND A$(LEVEL,POS+DY16+DX)>"1" AND
 A$(LEVEL,POS+DY16+DX)<>"F" AND
A$(LEVEL,POS)>"0" THEN  LET POS=
POS+DX+DY16: DIM L(3): GO TO 128
 112 IF U$="8" OR u$=CHR$ 9 THEN
  LET DIR=DIR+1-4*(DIR=4): GO TO
 128
 113 IF U$="5" OR u$=CHR$ 8 THEN
  LET DIR=DIR-1+4*(DIR=1): GO TO
 128
 114 IF u$="E" AND ((A$(LEVEL,PO
S+DY16+DX)<"0" AND DIR=4) OR (A$
(LEVEL,POS)<"0" AND DIR=2)) THEN
  LET POS=POS+DX+DY16: GO TO 128
 115 IF u$="5" AND A$(LEVEL,POS+
DY16+DX)="0" AND NOT (LEVEL=5 AN
D POS=173 AND FLAG2<>2) THEN  LE
T POS=POS+DX+DX+DY*32: GO TO 128
 120 IF U$="O" AND A$(LEVEL,POS)
>"4" AND A$(LEVEL,POS)<"D" AND D
IR=1 THEN  GO SUB 4000: GO TO 12
8
 121 IF U$="O" AND A$(LEVEL,POS)
="D" AND DIR=1 THEN  INPUT INKEY
$: PRINT /0;AT 0,0;"YOU'VE ALREA
DY EMPTIED THIS     LOCKER!": FO
R N=1 TO 200: NEXT N: GO SUB 990
: GO TO 105
 122 IF U$="H" AND A$(LEVEL,POS+
DY16+DX)="/" THEN  GO SUB 5000:
GO TO 128
 123 IF U$="W" AND A$(LEVEL,POS)
="H" THEN  GO SUB 5500: GO TO 12
8
 124 IF U$="F" THEN  GO SUB 1500
: GO TO 128
 125 IF U$="D" AND A$(LEVEL,POS+
DY16+DX)="." AND DIR=2 THEN  INP
UT ;: GO SUB 5600: GO SUB 990: G
O TO 105
 126 IF U$="U" THEN  CLS : GO SU
B 3500: FOR O=1 TO 100: NEXT O:
GO TO 128
 127 GO TO 106
 128 GO SUB 600
 170 IF U$="7" OR U$="E" THEN  R
ETURN
 175 GO TO 105
 500 POKE 23659,18: INPUT ;: RET
URN
 550 POKE 23659,8: INPUT ;: RETU
RN
 600 INK 6: PAPER 0: BORDER 0: C
LS
 610 PLOT 47,8: DRAW 160,0: DRAW
 0,160: DRAW -160,0: DRAW 0,-160
 620 LET DY=(DIR=3)-(DIR=1): LET
 DX=(DIR=2)-(DIR=4): LET DY16=DY
*16: LET DX16=DX*16
 625 IF A$(LEVEL,POS)"." THEN
PLOT 47,8: DRAW 20,20: DRAW 120,
0: DRAW 20,-20: DRAW -20,20: DRA
W 0,120: DRAW 20,20: DRAW -20,-2
0: DRAW -120,0: DRAW -20,20: DRA
W 20,-20: DRAW 0,-120: IF DIR=2
THEN  DRAW 30,0: DRAW 0,90: DRAW
 60,0: DRAW 0,-90: DRAW -30,0: D
RAW 0,90
 626 IF A$(LEVEL,POS)<"." AND NO
T DX THEN  PLOT 127-74*DY,14: DR
AW 0,119: DRAW -6*DY,6
 627 IF A$(LEVEL,POS)<"." THEN
GO TO 990
 630 IF A$(LEVEL,POS+DY16+DX)<"2
" THEN  PLOT 67,28: DRAW 120,0:
DRAW 0,120: DRAW -120,0: DRAW 0,
-120: IF A$(LEVEL,POS+DY16+DX)="
/" AND DIR=4 THEN  PLOT 107,83:
DRAW 40,0: DRAW 0,40: DRAW -40,0
: DRAW 0,-40: PLOT 111,66: DRAW
32,0: DRAW 0,10: DRAW -32,0: DRA
W 0,-10: FOR N=68 TO 76 STEP 2:
FOR O=113 TO 141 STEP 2: PLOT O,
N: DRAW 1,0: NEXT O: NEXT N
 635 IF A$(LEVEL,POS+DY16+DX)=".
" AND DIR=2 THEN  PLOT 107,68: D
RAW 40,0: DRAW 0,40: DRAW -40,0:
 DRAW 0,-40: PLOT 106,72: DRAW 0
,10: PLOT 106,94: DRAW 0,10: CIR
CLE 127,88,7: CIRCLE 127,88,3
 640 IF A$(LEVEL,POS+DY16+DX)="0
" OR (A$(LEVEL,POS+DY16+DX)<"."
AND DIR=4) THEN  PLOT 97,28: DRA
W 0,90: DRAW 60,0: DRAW 0,-90: D
RAW -30,0: DRAW 0,90: IF A$(LEVE
L,POS+DY16+DX)<>"0" THEN  PLOT 8
4,66: DRAW 0,8: DRAW 8,0: DRAW 0
,-8: DRAW -8,0
 650 IF A$(LEVEL,POS-DX16+DY)<"2
" THEN  PLOT 47,8: DRAW 20,20: D
RAW 0,120: DRAW -20,20: IF A$(LE
VEL,POS-DX16+DY)="/" AND DIR=1 T
HEN  PLOT 47,91: DRAW 5,5: DRAW
0,35: DRAW -5,5
 655 IF A$(LEVEL,POS-DX16+DY)=".
" AND DIR=3 THEN  PLOT 47,63: DR
AW 5,5: DRAW 0,40: DRAW -5,5
 660 IF A$(LEVEL,POS-DX16+DY)="0
" OR (A$(LEVEL,POS-DX16+DY)<"."
AND DIR=1) THEN  PLOT 53,14: DRA
W 0,119: DRAW -6,6
 670 IF A$(LEVEL,POS+DX16-DY)<"2
" THEN  PLOT 207,8: DRAW -20,20:
 DRAW 0,120: DRAW 20,20: IF A$(L
EVEL,POS+DX16-DY)="/" AND DIR=3
THEN  PLOT 207,91: DRAW -5,5: DR
AW 0,35: DRAW 5,5
 675 IF A$(LEVEL,POS+DX16-DY)=".
" AND DIR=1 THEN  PLOT 207,63: D
RAW -5,5: DRAW 0,40: DRAW 5,5: P
LOT 201,72: DRAW 0,10: PLOT 201,
94: DRAW 0,10
 680 IF A$(LEVEL,POS+DX16-DY)="0
" OR (A$(LEVEL,POS+DX16-DY)<"."
AND DIR=3) THEN  PLOT 201,14: DR
AW 0,119: DRAW 6,6: IF A$(LEVEL,
POS+DX16-DY)<>"0" THEN  PLOT 196
,66: DRAW 0,8: DRAW -3,-1: DRAW
0,-6: DRAW 3,-1
 690 LET PT=POS+DY*17-DX*15: IF
PT<1 OR PT>256 THEN  GO TO 740
 700 IF A$(LEVEL,PT)>"1" THEN  G
O TO 730
 710 IF A$(LEVEL,POS+DY16+DX)>"1
" THEN  PLOT 67,28: DRAW 30,30:
DRAW 0,60: DRAW -30,30: IF A$(LE
VEL,PT)="/" AND DIR=1 THEN  PLOT
 77,83: DRAW 10,5: DRAW 0,25: DR
AW -10,10: DRAW 0,-40: PLOT 79,7
2: DRAW 6,6: DRAW 0,5: DRAW -6,-
3: DRAW 0,-8
 720 IF A$(LEVEL,POS-DX16+DY)>"1
" THEN  PLOT 47,28: DRAW 20,0: D
RAW 0,120: DRAW -20,0
 730 IF (A$(LEVEL,PT)="0" OR (A$
(LEVEL,PT)<"." AND DIR=1)) AND A
$(LEVEL,POS+DY16+DX)>"1" THEN  P
LOT 76,37: DRAW 0,80: DRAW 14,-1
4: DRAW 0,-52: DRAW -7,-7: DRAW
0,66
 740 LET PT2=POS+DY*15+DX*17: IF
 PT2<1 OR PT2>256 THEN  GO TO 79
0
 750 IF A$(LEVEL,PT2)>"1" THEN
GO TO 780
 760 IF A$(LEVEL,POS+DY16+DX)>"1
" THEN  PLOT 187,28: DRAW -30,30
: DRAW 0,60: DRAW 30,30: IF A$(L
EVEL,PT2)="/" AND DIR=3 THEN  PL
OT 177,83: DRAW -10,5: DRAW 0,25
: DRAW 10,10: DRAW 0,-40: PLOT 1
75,72: DRAW -6,6: DRAW 0,5: DRAW
 6,-3: DRAW 0,-8
 770 IF A$(LEVEL,POS+DX16-DY)>"1
" THEN  PLOT 207,28: DRAW -20,0:
 DRAW 0,120: DRAW 20,0
 780 IF (A$(LEVEL,PT2)="0" OR (A
$(LEVEL,PT2)<"." AND DIR=3)) AND
 A$(LEVEL,POS+DY16+DX)>"1" THEN
 PLOT 178,37: DRAW 0,80: DRAW -1
4,-14: DRAW 0,-52: DRAW 7,-7: DR
AW 0,66
 790 IF A$(LEVEL,POS+DY16+DX)<"2
" THEN  GO TO 904
 800 LET PT1=POS+DY*32+DX*2: IF
PT1<1 OR PT1>256 THEN  GO TO 904
 810 IF A$(LEVEL,PT1)<"2" THEN
PLOT 97,58: DRAW 60,0: DRAW 0,60
: DRAW -60,0: DRAW 0,-60: IF A$(
LEVEL,PT1)="/" AND DIR=4 THEN  P
LOT 117,88: DRAW 20,0: DRAW 0,20
: DRAW -20,0: DRAW 0,-20: PLOT 1
19,81: DRAW 16,0: DRAW 0,5: DRAW
 -16,0: DRAW 0,-5
 815 IF A$(LEVEL,PT1)="." THEN
PLOT 117,78: DRAW 20,0: DRAW 0,2
0: DRAW -20,0: DRAW 0,-20: CIRCL
E 127,88,3
 820 IF A$(LEVEL,PT1)="0" OR (A$
(LEVEL,PT1)<"." AND DIR=4) THEN
 PLOT 112,58: DRAW 0,45: DRAW 30
,0: DRAW 0,-45: DRAW -15,0: DRAW
 0,45: IF A$(LEVEL,PT1)<>"0" THE
N  PLOT 110,78: DRAW 0,4: DRAW -
4,0: DRAW 0,-4: DRAW 4,0
 830 IF A$(LEVEL,PT)<"2" THEN  G
O TO 865
 840 IF A$(LEVEL,PT+DY16+DX)<"2"
 THEN  PLOT 67,58: DRAW 30,0: DR
AW 0,60: DRAW -30,0: IF A$(LEVEL
,POS-DX16+DY)>"1" THEN  PLOT 67,
58: DRAW -20,0: DRAW 0,60: DRAW
20,0
 845 IF A$(LEVEL,PT+DY16+DX)="/"
 THEN  PLOT 67,88: DRAW 10,0: DR
AW 0,20: DRAW -10,0: PLOT 67,81:
 DRAW 8,0: DRAW 0,5: DRAW -8,0:
IF A$(LEVEL,POS-DX16+DY)>"1" THE
N  PLOT 67,88: DRAW -10,0: DRAW
0,20: DRAW 10,0: PLOT 67,81: DRA
W -8,0: DRAW 0,5: DRAW 8,0
 850 IF A$(LEVEL,PT+DY16+DX)="0"
 OR (A$(LEVEL,PT+DY16+DX)<"." AN
D DIR=4) THEN  PLOT 82,58: DRAW
0,45: DRAW -15,0: DRAW 0,-45: IF
 A$(LEVEL,POS-DX16+DY)>"1" THEN
 PLOT 52,58: DRAW 0,45: DRAW 15,
0
 852 IF A$(LEVEL,PT-DY16-DX)<"2"
 THEN  GO TO 865
 855 IF A$(LEVEL,PT)>"4" AND A$(
LEVEL,PT)<"E" AND DIR=1 THEN  IN
VERSE 1: PLOT 47,58: DRAW 20,0:
INVERSE 0: PLOT 47,48: DRAW 0,50
: DRAW 20,0: DRAW 0,-50: DRAW -2
0,0: IF A$(LEVEL,PT)<"D" THEN  D
RAW 10,0: DRAW 0,50: PLOT 55,69:
 FOR N=1 TO 2: DRAW 4,0: DRAW 0,
1: DRAW -4,0: DRAW 0,1: NEXT N:
DRAW 4,0
 856 IF A$(LEVEL,PT)="D" AND DIR
=1 THEN  PLOT 47,88: DRAW 20,0
 865 IF A$(LEVEL,PT2)<"2" THEN
GO TO 904
 870 IF A$(LEVEL,PT2+DY16+DX)<"2
" THEN  PLOT 187,58: DRAW -30,0:
 DRAW 0,60: DRAW 30,0: IF A$(LEV
EL,POS+DX16-DY)>"1" THEN  PLOT 1
87,118: DRAW 20,0: DRAW 0,-60: D
RAW -20,0
 875 IF A$(LEVEL,PT2+DY16+DX)="/
" THEN  PLOT 187,88: DRAW -10,0:
 DRAW 0,20: DRAW 10,0: PLOT 187,
81: DRAW -8,0: DRAW 0,5: DRAW 8,
0: IF A$(LEVEL,POS+DX16-DY)>"1"
THEN  PLOT 187,88: DRAW 10,0: DR
AW 0,20: DRAW -10,0: PLOT 187,81
: DRAW 8,0: DRAW 0,5: DRAW -8,0
 880 IF A$(LEVEL,PT2+DY16+DX)="0
" OR (A$(LEVEL,PT2+DY16+DX)<"."
AND DIR=4) THEN  PLOT 172,58: DR
AW 0,45: DRAW 15,0: DRAW 0,-45:
INVERSE (A$(LEVEL,PT2+DY16+DX)="
0"): PLOT 170,78: DRAW 0,4: DRAW
 -4,0: DRAW 0,-4: DRAW 4,0: INVE
RSE 0: IF A$(LEVEL,POS+DX16-DY)>
"1" THEN  PLOT 202,58: DRAW 0,45
: DRAW -15,0
 885 IF A$(LEVEL,PT2-DY16-DX)<"2
" THEN  GO TO 904
 890 IF A$(LEVEL,PT2)>"4" AND A$
(LEVEL,PT2)<"E" AND DIR=1 THEN
INVERSE 1: PLOT 187,58: DRAW 20,
0: INVERSE 0: PLOT 187,48: DRAW
0,50: DRAW 20,0: DRAW 0,-50: DRA
W -20,0: IF A$(LEVEL,PT2)<"D" TH
EN  DRAW 10,0: DRAW 0,50: PLOT 1
95,69: FOR N=1 TO 2: DRAW 4,0: D
RAW 0,1: DRAW -4,0: DRAW 0,1: NE
XT N: DRAW 4,0
 895 IF A$(LEVEL,PT2)="D" AND DI
R=1 THEN  PLOT 187,88: DRAW 20,0
 931 IF A$(LEVEL,POS+DY16+DX)>"4
" AND A$(LEVEL,POS+DY16+DX)<"E"
AND DIR/2=INT (DIR/2) THEN  INVE
RSE 1: PLOT 127-40*DX,48: DRAW 1
0*DX,10: DRAW 5*DX,0: DRAW -15*D
X,0: INVERSE 0: PLOT 127-30*DX,4
8: DRAW -10*DX,0: DRAW 0,50: DRA
W 10*DX,0: DRAW 0,-50: DRAW 5*DX
,5: DRAW 0,40: DRAW -5*DX,5: IF
A$(LEVEL,POS+DY16+DX)<"D" THEN
PLOT 127-27*DX,77: DRAW DX,-1: D
RAW 0,-3: DRAW -DX,-1
 932 IF A$(LEVEL,POS+DY16+DX)="D
" AND DIR/2=INT (DIR/2) THEN  PL
OT 127-30*DX,88: DRAW 5*DX,-2
 933 IF (A$(LEVEL,POS)="2" OR DI
R<>1) AND A$(LEVEL,POS+DY16+DX)>
"4" AND A$(LEVEL,POS+DY16+DX)<"E
" AND NOT DX THEN  INVERSE 1: PL
OT 117,58: DRAW 20,0: INVERSE 0:
 PLOT 117,48: DRAW 0,50: DRAW 20
,0: DRAW 0,-50: DRAW -20,0: IF A
$(LEVEL,POS+DY16+DX)<"D" AND DIR
=1 THEN  DRAW 10,0: DRAW 0,50: P
LOT 125,69: FOR N=1 TO 2: DRAW 4
,0: DRAW 0,1: DRAW -4,0: DRAW 0,
1: NEXT N: DRAW 4,0
 934 IF A$(LEVEL,POS)="2" AND A$
(LEVEL,POS+DY16+DX)="D" AND DIR=
1 THEN  PLOT 117,88: DRAW 20,0
 935 IF A$(LEVEL,POS)>"4" AND A$
(LEVEL,POS)<"E" AND DIR/2=INT (D
IR/2) THEN  INVERSE 1: PLOT 48+1
58*(DX<0),9: DRAW 19*DX,19: DRAW
 10*DX,0: DRAW -29*DX,0: DRAW 19
*DX,0: DRAW 10*DX,10: DRAW 0,20:
 DRAW -29*DX,0: INVERSE 0: PLOT
47+160*(DX<0),108: DRAW 20*DX,0:
 DRAW 0,-100: DRAW 10*DX,10: DRA
W 0,80: DRAW -10*DX,10: IF A$(LE
VEL,POS)<"D" THEN  DRAW 5*DX,-5:
 DRAW 0,-90: PLOT 72+110*(DX<0),
63: DRAW 2*DX,0: DRAW DX,-1: DRA
W 0,-5: DRAW -DX,-1: DRAW -1*DX,
0: DRAW 0,-6: DRAW -2*DX,0: DRAW
 0,6
 936 IF A$(LEVEL,POS)="D" AND DI
R/2=INT (DIR/2) THEN  PLOT 127-6
0*DX,88: DRAW 10*DX,-5: DRAW 0,-
2: DRAW -10*DX,5
 937 IF A$(LEVEL,POS)>"4" AND A$
(LEVEL,POS)<"E" AND DIR=1 THEN
INVERSE 1: PLOT 107,28: DRAW 40,
0: PLOT 107,58: DRAW 40,0: INVER
SE 0: PLOT 107,8: DRAW 0,100: DR
AW 40,0: DRAW 0,-100: IF A$(LEVE
L,POS)<"D" THEN  DRAW -20,0: DRA
W 0,100: PRINT AT 14,15;CHR$ 146
;CHR$ 147;AT 15,15;CHR$ 148;CHR$
 149
 938 IF A$(LEVEL,POS)="D" AND DI
R=1 THEN  PLOT 107,88: DRAW 40,0
: DRAW 0,-2: DRAW -40,0
 986 IF A$(LEVEL,POS)="H" THEN
INVERSE 1: PLOT 119,23: DRAW 16,
0: PLOT 118,59: DRAW 20,0: DRAW
-11,0: DRAW 0,11: INVERSE 0: PLO
T 113,8: DRAW 0,6: DRAW 30,0: DR
AW 0,-6: DRAW 0,6: DRAW -6,0: FO
R N=1 TO 3: DRAW 0,43: DRAW -3,0
: DRAW 0,-43: DRAW -3,0: NEXT N:
 DRAW 0,43: DRAW -2,0: DRAW 22,0
: DRAW 0,6: DRAW -22,0: DRAW 0,-
6: DRAW 0,6: DRAW 3,0: DRAW 16,0
```

EXTRA BITS

BY ROBERT SCHIFREEN

This month's Extra Bits page will be the last one to deal exclusively with hardware add-ons. Next time, Extra Bits turns into a general technical area, where I can answer some of the many technical problems that C+VG receives every month. Wonderful new add-ons will, of course, still get a mention here, but I'll also be able to deal with your problems. So, if you are having problems with loading certain games, connecting a printer or monitor, or you're struggling to perfect your latest program, maybe the new problem page can help. If I can't answer your question myself, there are 100,000 readers out there who can. Send any letters to The Problem Page, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And if you can think of a better name than The Problem Page, send that in as well. We'll be waiting for your letter, as they say . . .

WANNA BUY A CHEAP OMNI READER?

If Christmas leaves you with some spare cash, here's some news of a great bargain. Remember that wonderful gadget called the **Omni Reader?** It was a device that looked rather like an old school guillotine, with a flat area and a sliding piece at the side.

You connect it to the RS-232 interface on your micro and place a book or some typewritten text on the flat part. Then, as you run the special scanning head over the text, it reads the characters and passes them to the micro along the RS-232 lead. All very useful if you want to take pages from a book or magazine and put them into a word processor for juggling about and reprinting.

The bad news about the **Omni Reader** was that it cost £399. Everyone knew that it was too expensive, and the company eventually went bust a couple of months ago. So, what's the bargain, I hear you ask? Well, the company that bought the last remaining batch of Omni Readers is now selling them for £39.99, which represents a saving of around 90% of the original price. And that price includes VAT and P+P as well, which can't be bad.

For more details, or to order one, write to **Metroheath Ltd** at 287-289 Whitechapel Road, London E1.

To use an Omni reader, you'll need a micro with an RS-232 interface, and a suitable cable. The cable should be wired up for use with a modem (not a serial printer). It connects to the Omni reader via a 25-pin male connector (one with pins sticking out, not holes).

NO BLACK BOXES HERE

Computerised gadgets are often referred to as black boxes by people who don't understand or appreciate them. Here's something, though, which will NEVER be referred to as a black box. It's called the Red Box!

Actually, the basic system consists of 3 Red Boxes, called Red Leader, Red One and Red Two.

You plug one end of a Red Leader into your Spectrum, Beeb or Commodore 64, and the other end plugs into a mains socket.

What you then do, is use the micro to program the Red Leader to send signals round the house, along the mains wiring from the socket it's plugged into.

As you have probably guessed, the signals are picked up by a Red One or a Red Two, which you have plugged into any other socket in the house. Red One is just another 13-amp socket, which will switch itself on and off according to the signals it receives from Red Leader.

So, you can program Red Leader to turn the Red One on at 7.30 every morning, and then plug the kettle into the Red One's socket.

No more having to wait for the kettle to boil when you get up. The Red Leader has its own computer and timer built in so, when you're not actually programming it, your micro isn't tied up.

Red Two, by the way, is an infra red scanner that detects movement in a room. If it detects something, it sends a signal to Red Leader, and you can program Red Leader to react to the signal in a certain way. This would make a good burglar alarm, for example, or you could use it to make your lights go on when you walk into a room, and have them turn off again when you go out.

Red Three, Four and so on will be temparature measurers, dimmer controls, warning lights, alarm bells and more. All will be programmable, under the control of ONE Red Leader!

A starter system costs £133, and details can be had from **Electronic Fulfilment Services Ltd** at Chesterton Mill, French's Road, Cambridge. And there's a 14-day money-back trial option, too.



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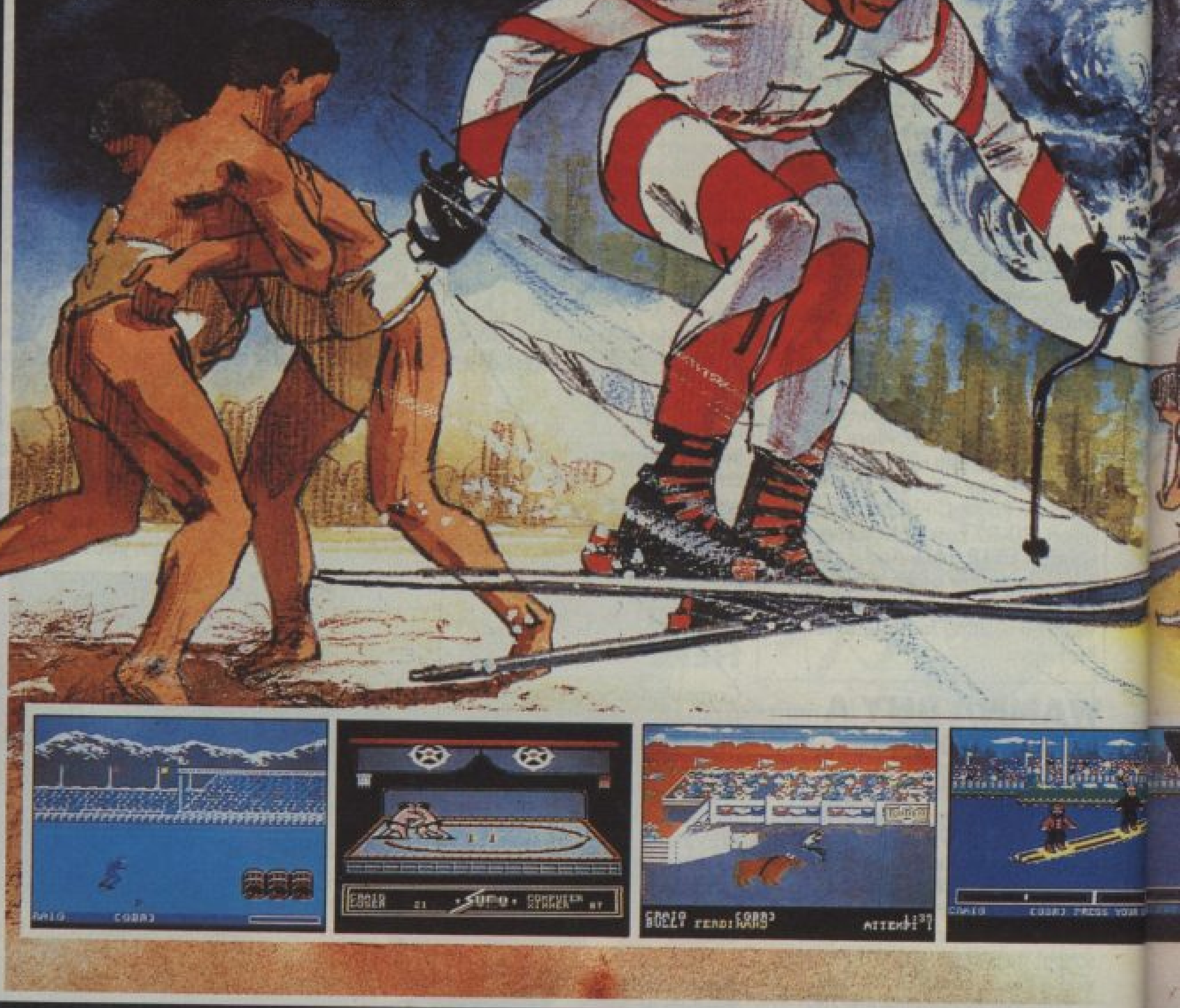
Alright. So you've wiped out the Russians in Summer Games.* You've scored near perfect 10s in Summer Games II.™ And your performance in Winter Games™ now sends chills down competitor's spines. Well, just how far are you willing to go to prove you're the best? Does 24,000 miles sound reasonable?

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In World Games,™ you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

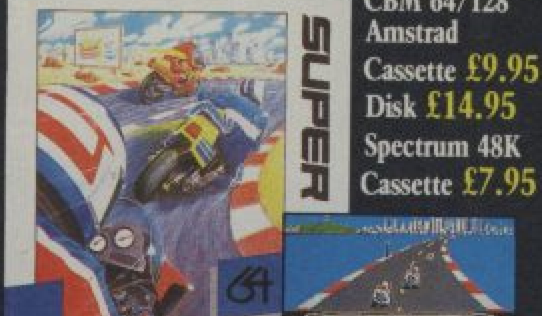
The events the Olympics forgot.
To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia.

Next, it's off to Scotland for the caber toss. Canada, for the near impossible log roll. France, to ski the Slalom. And, at last, the U.S. of A., to ride the meanest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance?



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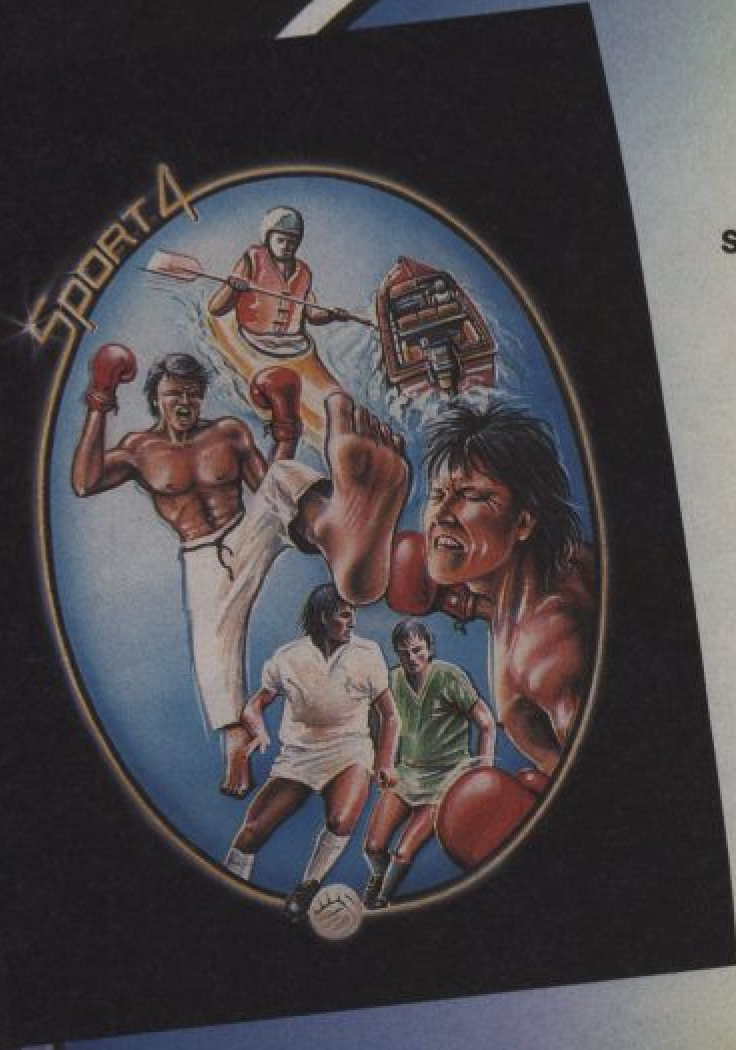
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BETTER THAN CHEAP

If you're lucky enough to have a new Amstrad PC-1512, how d'ya fancy lots of free software for it? In America, where the IBM PC has been a popular home computer for around 5 years, there are literally thousands of programs that have been placed in Public Domain, as it's called.

Public Domain programs are usually found on bulletin boards for downloading, and it's perfectly legal to copy them and even make copies for your friends.

Some public domain software is known as freeware, which means that no one is charging any money for it.

Some, though, is known as shareware. Like freeware, you are allowed to copy shareware programs but, if you decide that you like the program and want to carry on using it, you are asked to send a contribution to the author (usually between $10 and $20).

Compulink is an IBM PC user group which imports just about every decent Public Domain program from the States. If you're a member, you get a full catalogue of available software, and you can order it through the post.

They charge £3 per disk, to cover the cost of the disk plus postage. Included in the public domain library are arcade games, adventures, business programs like word processors and spreadsheets, and some very useful MS-DOS utilities.

Write to **Compulink** at 67 Woodbridge Road, Guildford, Surrey for details, or call them on 0483 65895. If you have a modem (1200/75 baud or 300/300), call their bulletin board on 0483 573337. By the way, did you know that the Amstrad PC is known within Amstrad circles as the AIRO? It stands for Amstrad IBM Rip-Off!

CASSETTE TO DISK

If you have an Amstrad 464, 664 or 6128 machine, there's little point in trying to copy cassette software onto disc when there's a company that will do it for you. Ambyte are a mail order software company that copy games from cassette onto disk for you, so that you receive the game on a 3 inch disk, ready to use. Any inlay card or other bits and pieces that would normally come with the cassette are supplied with the disk and, here's the good news, the disk costs the same as the tape. Mastertronic games that cost £1.99 on tape are also £1.99 on disk.

If you order lots of game, they are all supplied on the same disk, with a special menu program available when you boot, that allows you to select the game you want to play.

Cassette games that are normally copy-protected are also protected on the disk to prevent you giving copies away.

Naturally the software companies whose games are being sold this way are fully aware of what's happening, and have agreed to the idea. Currently, the list of houses include **Activision, Alligata, Mastertronic, US Gold, Firebird** and **Mirrorsoft.** Details, and an order form, from 0277 229684.

MORE AMSTRAD INTERFACES

Here's news of another load of goodies for **Amstrad** owners. I know this page is looking rather like an Amstrad column this month, but most of the recent launches have been for Amstrad hardware.

First, there's an auto-fire joystick interface for the 464,664 and 6128 machines. It allows any auto-fire joystick to be used with the machine.

According to the piece of paper I have here, using auto-fire joysticks in the machine without a special interface like this one can damage the computer's sound chip, though I can't understand why this should be.

If you do understand, and want to keep your sound chip happy, peace of mind costs £8.95. And you'll be guaranteed no screams of horror from your sound chip.

REPAIRS

If your micro's been playing up recently, here are two companies that will fix computers. **Express Repairs** are in Manchester. You can post your machine to them or, if you're in the area, take it in for a while-you-wait checkup. Mancomp is the name, and they're on 061 224 1888.

Next comes the **Computer Repair Centre** in Worcester. Like Mancomp, they offer a while-you-wait service for all popular home micros. Call 0905 611072.

I haven't tried either of these companies myself, but if you've had your machine repaired recently, why not write in and tell everyone whether the company who repaired it was worth telling other readers about.

MORE FROM DKT

I mentioned the TV Tuner from **DK'Tronics** a while back but, having had a chance to see it in action, I'm mentioning it again. It's a £69.95 device that turns an Amstrad colour CPC monitor into a colour TV. I saw the device in action at the recent Amstrad show and was truly impressed.

Although the tuner is quite expensive, it's a lot cheaper than a colour TV and the pictures were generally much better, too. At the moment, the tuner is only available for CPC monitors but a version for the PC-1512 colour monitor may be along soon. Also, DKT are working on additions to the tuner that will provide Teletext (Ceefax and Oracle), preset tuning buttons and remote control.

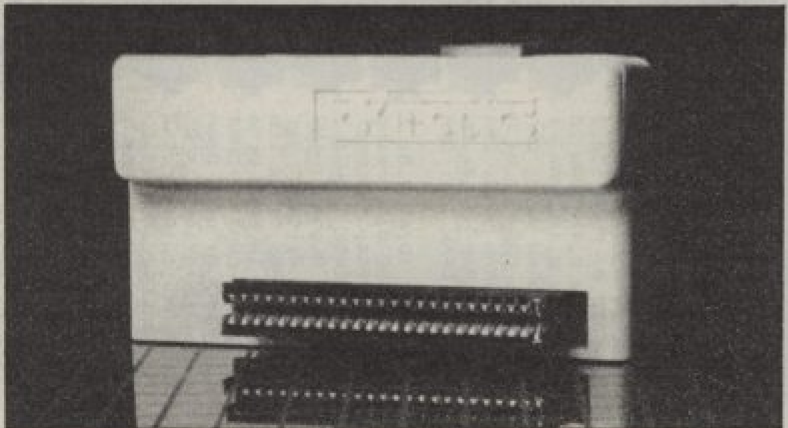
New products from DKT for Christmas include a programmable joystick interface with a 3-channel sound unit built in, for an additional £15.

Finally, a real time clock unit so that the computer always knows the correct date and time, which will cost £34.95.

There are 50 spare bytes of RAM on the clock, which are backed up by a built-in battery. You can use these for storing your own data, by POKEing the values into the special memory. More details from DKT on 0493 602926.



▲ *TV tuner*



▲ *Programable joystick controller*

ON THE EMPEROR'S SECRET SERVICE

```
,-3
 987 IF A$(LEVEL,POS+DY16+DX)="H
" THEN  INVERSE 1: PLOT 122,58:
DRAW 12,0: INVERSE 0: PLOT 138,3
8: DRAW -20,0: DRAW 0,4: DRAW 20
,0: DRAW 0,-4: DRAW 0,4: DRAW -4
,0: FOR N=1 TO 3: DRAW 0,25: DRA
W -2,0: DRAW 0,-25: DRAW -2,0: N
EXT N: DRAW 0,25: DRAW -1,0: DRA
W 14,0: DRAW 0,4: DRAW -14,0: DR
AW 0,-4: DRAW 0,4: DRAW 1,0: DRA
W 12,0,-PI
 990 INPUT ;: PRINT )0;AT 0,0; I
NVERSE 1;"^"; INVERSE 0;"Forward
 "; INVERSE 1;CHR$ 144; INVERSE
0;"Turn Left "; INVERSE 1;CHR$ 1
45; INVERSE 0;"Turn Right "; INV
ERSE 1;"R"; INVERSE 0;"eport ";
INVERSE 1;"U"; INVERSE 0;"se Ite
m "; INVERSE 1;"M"; INVERSE 0;"a
ke Camp        ";(" "+CHR$ 20+CHR$
 1+"E"+CHR$ 20+CHR$ 0+"nter Door
" AND (A$(LEVEL,POS+DY16+DX)="0"
 OR (A$(LEVEL,POS+DY16+DX)<"." A
ND DIR=4) OR (A$(LEVEL,POS)<"."
AND DIR=2)));(" "+CHR$ 20+CHR$ 1
+"O"+CHR$ 20+CHR$ 0+"pen Locker"
 AND A$(LEVEL,POS)>"4" AND A$(LE
VEL,POS)<"E" AND DIR=1);
 991 PRINT )0;" "+CHR$ 20+CHR$ 1
+"O"+CHR$ 20+CHR$ 0+"pen Safe" A
ND A$(LEVEL,POS+DY16+DX)=",";" "
+CHR$ 20+CHR$ 1+"W"+CHR$ 20+CHR$
 0+"eapon Recharge" AND A$(LEVEL
,POS)="H";" "+CHR$ 20+CHR$ 1+"H"
+CHR$ 20+CHR$ 0+"ack Computer" A
ND A$(LEVEL,POS+DY16+DX)="/" AND
 DIR=4;: RETURN
1000 GO SUB 8000: GO TO 1015
1010 GO SUB 6000: GO TO 1020
1015 GO SUB 600
1020 POKE 23658,8: IF CAMP THEN
 GO SUB 1100: GO TO 1015
1030 IF A$(LEVEL,POS)>"I" THEN
GO SUB 1300
1040 GO SUB 1450
1050 GO TO 1020
1099 REM  CAMPED Options
1100 CLS : PRINT AT 8,8;"OPTIONS
"
1102 PRINT AT 2,13;"CAMPED";AT 4
,0;O$
1105 PRINT AT 7,0;O$;AT 10,8;"M)
ove"
1110 PRINT AT 12,8;"R)eport"
1112 PRINT AT 14,8;"U)se Item"
1145 PRINT AT 16,8;"S)ave Positi
on"
1150 IF INKEY$<>"M" AND INKEY$<>
"S" AND INKEY$<>"R" AND INKEY$<>
"U" THEN  GO TO 1150
1160 IF INKEY$="M" THEN  LET CAM
P=0: GO SUB 1400: RETURN
1170 IF INKEY$="R" THEN  GO SUB
1500: GO TO 1100
1185 IF INKEY$="U" THEN  GO SUB
500: GO SUB 3500: FOR q=1 TO 100
: NEXT q: GO TO 1100
PER 4;"LANGUAGE "'': FOR Q=1 TO
3: PRINT AT Q*4+5,0; INK 0; PAPE
R 6;N$(Q); INK 7; PAPER 2;F(Q);"
%";TAB 30'Z(Q,1);"    "; PAPER 1;
Z(Q,2);"    "; PAPER 3;Z(Q,3);"
     "; INK 0; PAPER 4;Z(Q,4);
"    "'"WEAPON: ";D$(
Q);(("   "+STR$ E(Q)+" CHARGES")
AND D$(Q)<>W$(1)): IF NOT F(Q) T
HEN  PRINT AT Q*4+5,16;"    DECEA
SED   "
1530 NEXT Q
1540 GO SUB 9555
1550 GO SUB 500
1560 PRINT AT 8,9;"ITEMS CARRIED
"
1570 PRINT AT 9,0;: FOR N=1 TO 5
: PRINT AT N+9,2; PAPER 0; INK 7
;P$(N); PAPER 0; INK 7;AT N+9,15
;": ";P$(N+5): NEXT N: PRINT AT
16,9; INK 7;"MEDIPILLS: ";MD
1580 GO SUB 9555: GO SUB 500
1590 PRINT AT 7,0;"COMPUTER INTE
RROGATION STATES:";AT 9,0;"YOU A
RE FACING ";"NORTHEAST SOUTHWEST
"(DIR*5-4 TO DIR*5): IF M1 THEN
 RESTORE 1599+T5: READ C$: PRIN
T 'C$
1595 GO SUB 9555: RETURN
1600 DATA "PRIMONS - A non-viole
nt,        primitive, human type
 race."
1601 DATA "ARRAGRORS - A race of
 4' tall   arachnids,  normally
peaceful   but some evil renegad
es exist."
1603 DATA "KRASPIANS - Warlike h
uman type  race from the planet
Krasp."
1604 DATA "CYBERBRAIN - A robot
controlled by a built in human b
rain,        usually extremely evi
l."
1899 REM  Run
1900 LET X=INT (RND*10)+1: IF X>
6 THEN  PRINT AT 18,6;"YOU CAN'T
 ESCAPE": LET L$="": GO SUB 9555
: RETURN
1905 LET POS1=POS+INT (RND*11-5)
+16*INT (RND*11-5): LET DIR=INT
(RND*4+1): IF POS1=POS OR POS1<1
 OR POS1>256 THEN  GO TO 1905
1915 IF A$(LEVEL,POS1)<"2" THEN
 GO TO 1905
1920 LET POS=POS1: GO SUB 600: L
ET FLAG=1: RETURN
2000 REM  Monsters Attack
2010 GO SUB 550: FOR N=1 TO M1
2012 IF D(N) THEN  PRINT AT 17,0
;"The ";m$(3 TO )'" sleeps on...
": GO TO 2030
2015 LET A1=INT (RND*3+1): IF F(
A1)=0 THEN  GO TO 2015
2020 LET A=INT (RND*100+1): IF A
<M(T5) THEN  LET DAM1=INT (RND*5
1)+10: PRINT AT 17,0;N$(A1);AT 1
8,0;"has been hit": LET F(A1)=F(
A1)-DAM1: IF F(A1)<1 THEN  PRINT
AT 17,0;N$(N)'"hits the ";M$(B(N
),3 TO ): LET U(B(N))=U(B(N))-DA
M1: IF U(B(N))<1 THEN  PRINT AT
19,0;"and kills it": LET U(B(N))
=0: GO TO 2615
2605 IF U(B(N)) AND A>=Z(N,1) AN
D NOT D(B(N)) THEN  PRINT AT 17,
0;N$(N)'"misses the ";M$(B(N),3
TO )
2615 FOR O=1 TO 100: NEXT O
2620 GO SUB 550: NEXT N
2625 LET L1=M1: FOR N=1 TO M1: I
F U(N)<1 THEN  LET M1=M1-1: LET
U(N)=0: IF N<L1 THEN  LET U(N)=U
(N+1): LET D(N)=D(N+1): LET M$(N
)=M$(N+1)
2630 NEXT N: IF M1=0 AND A$(LEVE
L,POS)>"G" THEN  LET A$(LEVEL,PO
S)="2": RETURN
2640 RETURN
3500 DIM J$(12): GO SUB 550: IF
NOT P AND NOT MD THEN  PRINT AT
19,0;"You don't have any items"
: BEEP .75,4: BEEP 1.5,-4: LET K
$="Z": RETURN
3510 PRINT AT 19,0;"Enter item y
ou wish to use.": INPUT  LINE J$
: FOR i=10 TO 1 STEP -1: IF J$=H
$(1,5 TO ) OR (J$=P$(I,5 TO ) AN
D J$<>O$( TO 12)) THEN  GO TO 35
25
3520 NEXT i: PRINT AT 21,0;"You
don't have one of those!": BEEP
.75,4: BEEP 1.5,-4: LET K$="Z":
RETURN
3525 IF J$=H$(1,5 TO ) OR J$=H$(
3,5 TO ) THEN  LET MD=MD-1: GO T
O 3540
3530 LET P=P-1: FOR I=I TO 9: LE
T P$(I)=P$(I+1): NEXT I: LET P$(
10)=""
3540 FOR I=1 TO 8: IF h$(1,5 TO
)=J$ THEN  GO SUB 550: GO SUB 35
90+10*I: FOR Q=1 TO 100: NEXT Q:
 LET B(3)=0: RETURN
3550 NEXT I
3600 IF MD=-1 THEN  LET MD=0: PR
INT AT 17,0;"You don't have any
Medipills!": RETURN
3601 PRINT AT 17,0;"Administer m
edipill to whom?"'"1) ";N$(1)'"2
) ";N$(2)'"3) ";N$(3)
3602 LET L$=INKEY$: IF L$<"1" OR
 L$>"3" THEN  GO TO 3602
3603 GO SUB 550: LET I=VAL L$: I
F F(I)=0 OR F(I)=100 THEN  PRINT
 AT 19,0;"It has no effect!": RE
TURN
3604 LET f(i)=f(i)+50: IF f(i)>1
00 THEN  LET f(i)=100
3605 PRINT AT 17,0;N$(I)'"feels
better...": RETURN
3610 PRINT AT 17,0;"The grenade
explodes!": FOR i=1 TO m1: LET u
(i)=U(I)-INT (RND*50+1): IF U(I)
<=0 THEN  FOR Q=1 TO 100: NEXT Q
: GO SUB 550: LET U(I)=0: PRINT
AT 17,0;"The ";M$(I,3 TO )'"dies
."
,1): LET E(VAL K$)=W(A1-7,2): GO
 TO 4070
4030 INPUT INKEY$: IF p=10 THEN
 PRINT )0;AT 0,0;"You can't carr
y any more!": FOR O=1 TO 100: NE
XT O: RETURN
4040 LET P$(P+1)=H$(A1+1): LET P
=P+1: IF A1=5 THEN  LET FLAG3=1
4070 IF A$(LEVEL,POS)>"4" AND A$
(LEVEL,POS)<"D" THEN  LET A$(LEV
EL,pos)="D"
4080 RETURN
4500 INPUT INKEY$: PRINT )0;AT 0
,0;"The locker explodes in your
      faces as soon as you try to
openit!": LET a$(level,pos)="2":
 FOR n=1 TO 3: LET f(n)=f(n)-INT
 (RND*50+1): IF f(n)<=0 THEN  LE
T f(n)=0: FOR q=1 TO 100: NEXT q
: INPUT INKEY$: PRINT )0;AT 0,0;
n$(n)'"dies.";: IF N=3 THEN  GO
TO 9600
4510 NEXT n: FOR O=1 TO 100: NEX
T O: RETURN
5000 CLS : PRINT AT 17,0;"Who is
 trying to HACK?"'"1) "+N$(1))
AND F(1)'"2) "+N$(2)) AND F(2)'
"3) ";N$(3)
5001 LET I$=INKEY$: IF I$<"1" OR
 I$>"3" THEN  GO TO 5001
5002 IF NOT F(VAL I$) THEN  GO T
O 5001
5003 GO SUB 550
5004 LET A1=INT (RND*100+1): IF
L(VAL I$)>=0 AND (A1>=Z(VAL I$,3
) OR L(VAL I$)) THEN  PRINT AT 1
7,0;N$(VAL I$)'"can't get passed
 the security   programming!": L
ET L(VAL I$)=1: FOR O=1 TO 100:
NEXT O: RETURN
5009 LET L(VAL I$)=-1: CLS : PRI
NT AT 3,0;: FOR N=0 TO 15: PRINT
 TAB 8;: FOR Q=1 TO 16: IF A$(LE
VEL,N*16+Q)<"2" AND A$(LEVEL,N*1
6+Q)<>"0" THEN  PRINT " ";: GO
TO 5020
5010 PRINT " ";
5020 NEXT Q: NEXT N: GO SUB 9555
: RETURN
5500 FOR N=1 TO 3: FOR O=1 TO 4:
 IF D$(N)=W$(O) THEN  LET E(N)=W
(O,2)
5510 NEXT O: NEXT N: RETURN
5600 FOR I=1 TO P: IF P$(I)<>H$(
8) THEN  NEXT I: PRINT )0;"You d
on't have the correct card!": FO
R N=1 TO 150: NEXT N: RETURN
5610 INPUT ;: PRINT )0;AT 0,0;"W
ho will";TAB 13;("1) "+N$(1)) AN
D F(1)'"crack the";TAB 13;("2) "
+N$(2)) AND F(2)'"safe?";TAB 13;
"3) ";N$(3)
5620 LET K$=INKEY$: IF K$<"1" OR
 K$>"3" THEN  GO TO 5620
5630 IF NOT F(VAL K$) THEN  GO T
O 5620
5640 IF L(VAL K$)>=0 AND (INT (R
ND*100+1)>=Z(VAL K$,2) OR L(VAL
K$)) THEN  LET L(VAL K$)=1: INPU
7999 REM  Set up
8000 LET O$=CHR$ 140: FOR X=1 TO
 5: LET O$=O$+O$: NEXT X: RESTOR
E 8000: LET BG=0: LET MD=10: DIM
 B(3): DIM L(3): LET o$="
                         ": POKE
 23658,8
8015 DIM F(3): FOR N=1 TO 3: LET
 F(N)=100: NEXT N
8025 DIM D$(3,11): DIM E(3): DIM
 Z(3,4): DIM W$(4,11): DIM W(4,2
)
8030 DIM P$(11,16): LET P=2
8035 DATA CHR$ 16+CHR$ 7-CHR$ 17
+CHR$ 0+"MEDIPILL",CHR$ 16+CHR$
7+CHR$ 17+CHR$ 0+"STUN GRENADE",
CHR$ 16+CHR$ 7+CHR$ 17+CHR$ 1+"I
D CARD",CHR$ 16+CHR$ 7+CHR$ 17+C
HR$ 2+"ID CARD",CHR$ 16+CHR$ 7+C
HR$ 17+CHR$ 3+"ID CARD",CHR$ 16+
CHR$ 0+CHR$ 17+CHR$ 4+"ID CARD",
CHR$ 16+CHR$ 0+CHR$ 17+CHR$ 5+"I
D CARD",CHR$ 16+CHR$ 0+CHR$ 17+C
HR$ 6+"ID CARD"
8040 DIM H$(12,16): FOR N=1 TO 8
: READ H$(N): IF N=2 THEN  LET P
$(N-1)=H$(N): LET P$(N)=H$(N)
8045 NEXT N: DIM G(3)
8070 DIM M(5): FOR N=1 TO 5: REA
D M(N): NEXT N
8075 DATA 0,65,60,60,70
8082 LET LEVEL=1: LET DIR=1: LET
 POS=136: LET CAMP=0
8083 DATA "A Primon","An Arragro
n","A Kraspian","A Kraspian","A
Cyberbrain"
8085 DIM B$(5,16): FOR N=1 TO 5:
 READ B$(N): NEXT N
8090 DATA "Light Sabre",0,1E32,"
Hand Laser",1,50,"Laser Rifle",2
,20,"Blaster",6,10
8091 FOR N=1 TO 4: READ W$(N),W(
N,1),W(N,2): LET H$(N+8)=W$(N):
NEXT N
8092 LET D$(1)=W$(1): LET D$(2)=
W$(1): LET D$(3)=W$(2): LET G(3)
=W(2,1): LET E(1)=W(1,2): LET E(
2)=E(1): LET E(3)=W(2,2)
8094 DATA 0,16,32,126,32,16,0,0,
0,8,4,126,4,8,0,0,2,2,2,2,7,10
,8,128,128,128,128,128,192,160,3
2,8,31,31,30,28,30,30,31,32,240,
240,240,112,240,240,240
8095 GO SUB 6000: PAPER 0: INK 7
8098 LET FLAG=0: LET FLAG2=0: LE
T FLAG3=0:: LET M1=0
8099 REM  Instructions
8100 BORDER 0: CLS : PRINT AT 1,
8;"INSTRUCTIONS"
8200 PRINT "You are to become th
e Special   Galactic Agent, from
 the story, in search of the co-
ordinates ofthe space station th
at threatensthe galaxy."
8230 PRINT "The game is menu dri
ven and it  is only necessary to
 read the   screen prompts caref
ully."
8300 PRINT "When camped, you may
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1190 IF INKEY$="S" THEN CLS : PRINT "Ready tape,then press any key": PAUSE 4E4: SAVE "star fight" LINE 1010: BEEP 1,1: RETURN
1299 REM  Combat

1300 IF A$(LEVEL,POS)<"J" THEN RETURN
1301 LET T5=CODE A$(LEVEL,POS)-73: LET DAM=1
1305 IF T5=4 THEN  LET M1=2: GO TO 1309
1308 LET M1=1
1309 DIM D(M1): DIM M$(M1,16)
1310 IF M1=0 THEN  RETURN
1315 DIM U(M1): FOR N=1 TO M1: LET M$(N)=B$(T5): LET U(N)=100: NEXT N: LET INIT=INT (RND*2): IF T5=1 THEN  LET INIT=1
1317 GO SUB 1322: IF INIT THEN GO SUB 1360: IF M1 AND L$<>"R" THEN  GO SUB 2000+32*(T5=1)
1318 IF NOT INIT THEN  GO SUB 2000: GO SUB 1360
1319 IF M1=0 THEN  GO TO 600
1320 IF L$="R" THEN  LET M1=0: RETURN
1321 GO TO 1317
1323 CLS : PRINT AT 5,0; INVERSE 1;O$: PRINT AT 7,0;O$
1325 PRINT AT 8,5;"YOU ARE DISCOVERED BY:"
1330 PRINT AT 10,6;"A) ";M$(1)
1335 IF M1>1 THEN  PRINT AT 12,6;"B) ";M$(2)
1345 PRINT AT 15,0;O$
1355 RETURN
1360 REM  Fight or Run
1361 IF A$(LEVEL,POS)="7" THEN LET L$="F": GO TO 1385
1362 GO SUB 550
1365 PRINT AT 17,10;"OPTIONS"
1370 PRINT AT 19,10;"F)ight"
1375 PRINT AT 21,10;"R)un"
1377 PRINT )0;AT 1,10;"P)arley"
1380 LET L$=INKEY$: IF L$<>"F" AND L$<>"R" AND L$<>"P" THEN  GO TO 1380
1385 POKE 23659,8: INPUT ;: IF L$="F" THEN  GO SUB 2500
1390 IF L$="R" THEN  GO SUB 1900
1391 IF L$="P" THEN  GO SUB 7000
1392 IF FLAG=1 THEN  LET FLAG=0: GO SUB 1300
1396 RETURN
1399 REM  Move
1400 GO SUB 600
1450 GO SUB 105
1452 IF A$(LEVEL,POS)>"Z" THEN RETURN
1455 LET T5=INT (RND*100)+1: IF T5>5 THEN  RETURN
1460 LET M1=1: IF T5=4 THEN  LET M1=2
1470 GO SUB 1309
1495 RETURN
1499 REM  Report

1500 CLS : PRINT AT 3,9;"STATUS REPORT";AT 5,0; INVERSE 1;O$
1510 PRINT  INK 0; PAPER 6;"NAME", INK 7; PAPER 2;"LIFE FORCE";TAB 30'"ARMS "; PAPER 1;"LOCKS "; PAPER 3;"COMPUTERS "; INK 0; PA
```



```
AT 19,0;"and is dead": LET F(A1)=0
2025 IF A>=M(T5) THEN  PRINT AT 17,0;"The ";M$(N,3 TO )'"has missed ";N$(A1)
2030 FOR Q=1 TO 100: NEXT Q: GO SUB 550: NEXT N
2032 GO SUB 550: IF F(3)=0 THEN  GO TO 9600
2035 PRINT AT 20,1;"DO YOU WANT A STATUS REPORT?"
2040 IF INKEY$<>"Y" AND INKEY$<>"N" THEN  GO TO 2040
2045 IF INKEY$="N" THEN  RETURN
2050 GO SUB 1500: IF NOT INIT THEN  GO SUB 1323
2499 RETURN
2500 REM  Players Attack
2505 FOR N=1 TO 3: LET B(N)=1: IF N<>3 THEN  GO TO 2515
2510 GO SUB 550: PRINT AT 17,11;N$(N);AT 19,6;"U)se an item";AT 20,6;"A)ttack with weapons"
2511 LET K$=INKEY$: IF K$<>"A" AND K$<>"U" THEN  GO TO 2511
2513 IF K$="U" THEN  GO SUB 3500: IF K$="U" THEN  GO TO 2535
2514 IF K$="Z" THEN  GO SUB 550: GO TO 2510
2515 IF F(N)=0 OR M1=1 THEN  GO TO 2535
2516 GO SUB 550: PRINT AT 17,11;N$(N);AT 19,0;"Which monster will you fight?"
2520 LET K$=INKEY$: IF K$<"A" OR K$>CHR$ (M1+64) THEN  GO TO 2520
2530 LET B(N)=CODE K$-64
2535 NEXT N: GO SUB 550
2600 FOR N=1 TO 3: IF F(N)=0 OR B(N)=0 THEN  GO TO 2620
2601 IF NOT E(N) AND U(B(N)) THEN  PRINT AT 17,0;N$(N)'"has no charges left in the" D$(N): FOR Q=1 TO 100: NEXT Q: GO TO 2620
2602 IF U(B(N))>0 THEN  LET E(N)=E(N)-1: LET A=INT (RND*100): IF A<Z(N,1) OR D(B(N)) THEN  LET DAM1=INT (RND*51)+G(N)*10: PRINT
```

```
3611 NEXT I: RETURN
3760 IF A$(LEVEL,POS)>="0" THEN  PRINT AT 17,0;"You can't use it here!": RETURN
3761 DIM Y(6): FOR I=1 TO P: IF P$(I,5 TO )=H$(3,5 TO ) THEN  LET Y(CODE P$(I,4))=1
3762 NEXT I: IF NOT Y(LEVEL-CODE A$(LEVEL,POS)+43) THEN  PRINT AT 17,0;"You don't have the correct card!": RETURN
3763 LET LEVEL=LEVEL-CODE A$(LEVEL,POS)+44: RETURN
4000  IF A$(LEVEL,POS)="5" THEN  LET A$(LEVEL,POS)=CHR$ INT (RND*11+55)
4005 LET A1=CODE A$(LEVEL,POS)-55: GO TO 4011
4010 IF A1=0 OR A1>6 THEN  RETURN
4011 INPUT ;: PRINT )0;AT 0,0;"Who will";TAB 13;("1) "+N$(1)) AND F(1)'"pick the";TAB 13;("2) "+N$(2)) AND F(2)'"lock?";TAB 13;"3) ";N$(3)
4012 LET K$=INKEY$: IF K$<"1" OR K$>"3" THEN  GO TO 4012
4013 IF NOT F(VAL K$) THEN  GO TO 4012
4014 IF L(VAL K$)>=0 AND (INT (RND*100+1)>=Z(VAL K$,2) OR L(VAL K$)) THEN  LET L(VAL K$)=1: INPUT ;: PRINT )0;AT 0,0;N$(VAL K$)'"can't pick this lock!": FOR N=1 TO 150: NEXT N: RETURN
4015 LET L(VAL K$)=-1
4018 IF A1=-1 THEN  GO TO 4500
4019 INPUT ;: PRINT )0;AT 0,0;N$(VAL K$)'"haS found a ";("pack of " AND NOT A1);h$(A1+1)
4020 PRINT )0;"Do you wish to take it?"
4021 LET i$=INKEY$: IF i$<>"Y" AND i$<>"N" THEN  GO TO 4021
4022 IF I$="N" THEN  RETURN
4023 IF NOT A1 THEN  LET MD=MD+INT (RND*6+1): GO TO 4070
4024 IF A1>7 THEN  LET D$(VAL K$)=W$(A1-7): LET G(VAL K$)=W(A1-7
```

```
T ;: PRINT )0;AT 0,0;N$(VAL K$)'"can't crack this safe!": FOR N=1 TO 150: NEXT N: RETURN
5650 LET L(VAL K$)=-1
5660 CLS : PRINT "CONGRATULATIONS!"'''N$(VAL K$)'"has opened the safe.  Inside youfind the co-ordinates of the    secret space station.": STOP
6000 RESTORE 8094: FOR n=0 TO 47: READ X: POKE USR "a"+n,X: NEXT n: RETURN
6999 REM  PARLEY
7000 PRINT AT 17,0;"Who is trying to communicate?"'("1) "+N$(1)) AND F(1)'("2) "+N$(2)) AND F(2)'"3) ";N$(3)
7001 LET I$=INKEY$: IF I$<"1" OR I$>"3" THEN  GO TO 7001
7002 IF NOT F(VAL I$) THEN  GO TO 7001
7003 GO SUB 550
7004 LET A1=INT (RND*100+1): IF A1>=Z(VAL I$,4) OR L(VAL I$) THEN  PRINT AT 17,0;N$(VAL i$)'"can't understand the ";m$(1,3 TO ): LET L(VAL I$)=1: FOR Q=1 TO 100: NEXT Q
7005 IF T5<>1 THEN  PRINT AT 19,0;"The ";M$(1,3 TO )'"attacks.": FOR Q=1 TO 100: NEXT Q
7006 IF T5<>1 OR A1>=Z(VAL I$,4) OR L(VAL I$) THEN  RETURN
7010 IF NOT BG THEN  PRINT AT 17,0;"We Prinons have been enslaved bythe Kraspian space pirates.": LET BG=1: FOR Q=1 TO 200: NEXT Q: GO TO 7040
7020 FOR N=0 TO 15: FOR Q=1 TO 16: IF A$(LEVEL,N*16+Q)>="0" THEN  NEXT Q: NEXT N
7030 PRINT AT 17,0;"The lift is ";"north" AND N<INT (POS/16);"south" AND N>INT (POS/16);"west" AND Q<POS-16*INT (POS/16);"east" AND Q>POS-16*INT (POS/16);" of here.": FOR Q=1 TO 100: NEXT Q
7040 LET A$(LEVEL,POS)="2": LET M1=0: RETURN
```

If you cannot be bothered to type in the listing of On the Emperor's Secret Service then remember you can send off for our Special C+VG/Star Dreams tape offer.

Just send a cheque or postal order to for £2.50 made payable to Star Dreams — NOT C+VG — to Star Dreams, Flat 5, 15 Buckingham Road, Brighton, Sussex, BN1 3RH.

On the Emperor's Secret Service Tape offer

Name __________

Address __________

Please send me __ copy(ies) of On the Emperor's Secret Service. I enclose a cheque/postal order made payable to Star Dreams for £ ______



```
 save your  position. When this is done, thewhole game is saved making it   unnecessary to load the originalversion beforehand."
8400 PRINT AT 21,0;"ANY KEY TO START"
8410 IF INKEY$="" THEN  GO TO 8410
8420 PRINT AT 20,0;O$;AT 21,0;O$
8430 DIM N$(3,16): INPUT AT 0,0;"Enter your characters name"' LINE n$(3)
8440 PRINT AT 20,6;N$(3)
8450 PRINT AT 21,6;"IS THIS CORRECT?"
8460 IF INKEY$<>"N" AND INKEY$<>"Y" THEN  GO TO 8460
8470 IF INKEY$="N" THEN  PRINT AT 20,0;o$;O$: GO TO 8420
8980 DATA 80,50,50,60
8982 FOR N=1 TO 4: READ Z(3,N): NEXT N
8990 DATA "TREVILLE","Theft",60,95,70,40
8991 DATA "RICO","Assassination",90,70,40,65
8992 DATA "DOC RICHARDS","Computer Fraud",40,60,95,65
8993 DATA "RED BOMBER","Armed Robbery",90,40,30,40
8994 DATA "ANN RAVENFLAME","Espionage",80,70,60,30
8995 RESTORE 8990: CLS : PRINT INK 0; PAPER 6;"NAME", INK 7; PAPER 2;"CRIME";TAB 30'"ARMS "; PAPER 1;"LOCKS "; PAPER 3;"COMPUTERS "; PAPER 4; INK 0;"LANGUAGE ": FOR N=1 TO 5: READ N$(1),C$,Z(1,1),Z(1,2),Z(1,3),Z(1,4): PRINT ' FLASH 1;N; FLASH 0' INK 0; PAPER 6;;N$(1); INK 7; PAPER 2;C$;TAB 30'Z(1,1);"    "; PAPER 1;;Z(1,2);"    "; PAPER 3;Z(1,3);"    "; INK 0; PAPER 4;Z(1,4);"     ": NEXT N: FOR N=1 TO 2
8996 PRINT )0;AT 0,0;"PRESS No. of convict you want totake on your mission. (1-5)"
8997 LET K$=INKEY$: IF K$<"1" OR K$>"5" THEN  GO TO 8997
8998 INPUT ;: RESTORE 8989+VAL K$: READ N$(N),C$,Z(N,1),Z(N,2),Z(N,3),Z(N,4): PRINT AT VAL K$*4-1,0;O$;O$;O$: NEXT N: IF N$(1)=N$(2) THEN  LET N=2: GO TO 8996
8999 GO SUB 1500: INPUT ;: PRINT )0;"ALL CORRECT? (Y/N)"
9000 LET K$=INKEY$: IF K$<>"N" AND K$<>"Y" THEN  GO TO 9000
9001 IF K$="Y" THEN  RETURN
9002 GO TO 8995
9554 REM  Press ENTER
9555 IF INKEY$<>"" THEN  GO TO 9555
9556 PRINT )0;AT 0,3;"PRESS <ENTER> TO CONTINUE"
9560 IF INKEY$<>CHR$ 13 THEN  GO TO 9560
9565 PRINT AT 21,0;O$: RETURN
  9600 REM  Lose
9605 CLS : PRINT AT 9,11;N$(3): PRINT "SPECIAL GALACTIC AGENT"''"YOU DIED WITHOUT COMPLETING YOURMISSION!": STOP
```

ends here ◀



WIN UP TO £60,000

On the evening of February the 5th 1987 a man lies slumped over a small keyboard. Both mentally and physially exhausted. He dared to take the challenge. There many more like him all over the world in states of torment, anger and frustration. But he had won, beaten the game, the machine and the challenge.

He had completed a quest which saw him journey to a distant galaxy, save countless generations and finally win £60,000. Except the money was not fantasy, not a work of pure fiction, not even a dream, the money was real.

Up to £60,000 could be yours, simply order a copy of Vonsoft's new release A.R.E.N.A. answer a simple question about its game-play and post the answer to us on the supplied card. If yours is the first correct answer we receive the money is yours.

All orders will be despatched on January the 31st 1987 by first class post, this will allow everybody the same amount of time to complete the task.

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Good luck.

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£4.95 on cassette

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C+VG COMPETITION 3

FITBA CRAZIE!

Here we go, here we go, here we go — for another great Computer + Video Games competition.

And we're going football crazy again by a football signed by the England team as top prize based around the new Grandslam game *Peter Shilton's Handball Maradona*.

And the next 30 runners-up will receive a copy of the game which is being released on the Spectrum, Commodore and Amstrad.

Peter Shilton's Handball Maradona gives you the chance to save the day for England. The pitch is in 3D and has three views. The player takes the part of the goalkeeper.

There are practice sessions, league matches, multi-player games and a range of problems which the goalkeeper has to face in organising the defence, corners and throw-ins.

Right, how can you make a great save for yourself by winning the autographed football of the game? Simple. Just answer these questions and send your answers to Peter Shilton Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The final whistle blows on January 16th and the referee's decision will be final.

Peter Shilton Competition

Questions

1 Peter Shilton has played for which of the following First Division teams?
a) Nottingham Forest
b) Spurs
c) Chelsea
d) Southampton
e) Leicester
f) Arsenal
g) Stoke City

2 Which of the following has not played in goal for England?
a) Gordon Banks
b) Ray Clemence
c) Garry Williams

3 In what year did England win the World Cup
a) 1980
b) 1970
c) 1966
d) 1986

4 In not more than 25 words, say why you want to win the signed soccer ball.

____

____

Name__________ Address__________

____

Spectrum ☐ Amstrad ☐ Commodore ☐



C+VG COMPETITION 4

STEAMING



GET STEAMED UP!

Here's a competition that will make you hot under the collar. Our mates at *Alligata* have come up with some amazing prizes to celebrate Christmas and the success of their C+VG HIT! game called *Kettle*. Tony Crowther's latest creation got our reviewers all steamed up — and this competition will bring things to the boil nicely.

You could win a Spectrum+2 computer for yourself, AND an Alligata kettle for your family! Then 25 runners-up will get copies of Crowther's *Kettle*, which is available on the 64 and Amstrad.

All you have to do to get your hands on a Spectrum, and a special kettle, is to answer the slowly simmering competition questions on the coupon — including the tie breaker — and hot foot it down to the post box with your entry addressed to *Computer and Video Games*, Kettle Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is January 16th, normal C+VG rules apply and the editor's decision is final.



STEAMING HOT KETTLE COMPETITION QUESTIONS

1) What is the boiling point of water?
2) Who invented the steam engine?
2) What was the name of the first steam locomotive?

C+VG/ALLIGATA KETTLE COMPETITION

Name____________________

Address____________________

____

Computer owned (tick box) 64 ☐ Amstrad ☐

My answers are:

1.____________________

2.____________________

3.____________________

I want to win a kettle for my family because__________

____

____

STATE OF WAR

British software houses have a poor reputation when it comes to producing war games, according to Dr Stephen Badsey, C+VG's own expert. Americans and Australians do it better. So stiffen your upper lip before reading Dr Badsey's challenging views on the state of computerised kriegspiel — that's war play. He also reviews the latest war games available.

"Playing wargames? War isn't a game, you know!" I suppose that everyone who says that really believes he thought of it himself.

Certainly, the brilliant German officer who invented the kriegspiel (war-play or war-game) training system over a hundred and fiftly years ago had to put up with such comments. He often wished that he had called the kriegspiel something else.

But it is quite true that war is not a game. Neither is war a book, or a film or a television programme. All these are ways of understanding war, and short of taking part in the same war (courtesy of a time machine) they are the only ways we have.

The justification for calling a computer program a wargame, rather than a fantasy or adventure game, is that it tries to simulate the problems and perspectives of war in one place and time. What is worrying is that, at the moment, British commercial games houses have a poor reputation for doing this. Certainly, most serious wargamers that I know who use computers usually buy imports (often American) in preference to British material. I hope this article might inspire someone to try to change this.

The big advantage of a wargame over other methods of understanding war is that it makes possible the "what if?", exploring the chances of what might happen. The challenge of a wargame, to its designer, is to take an existing event and separate the constants from the variables, showing what might have been different. Few people really believe that everything in history had to happen exactly as it did, but the current of history is a powerful force, and to divert it can take considerable effort.

What would the history of Europe have been without Napoleon? Excellent wargames have been fought exploring such ideas as the Germans attacking Moscow, not Stalingrad, in 1942, or the Warsaw Pact invading western Europe in 1985. As long as it is consistent the data for such battles can even be entirely fictional. The Starship Enterprise may confront three Klingon warships in battle with great realism so long as it does not change its power plant and armory half-way through the game.

What this means is that a good wargame must be "many branched", offering the player the chance to explore his own ideas about a historical event. For a computer wargame this means having more than one scenario, and allowing as many changes in composition of force and circumstances as possible.

An ideal wargames program would be one which allowed the player to design his own game, in the same way that a graphics package enables a non-specialist to draw.

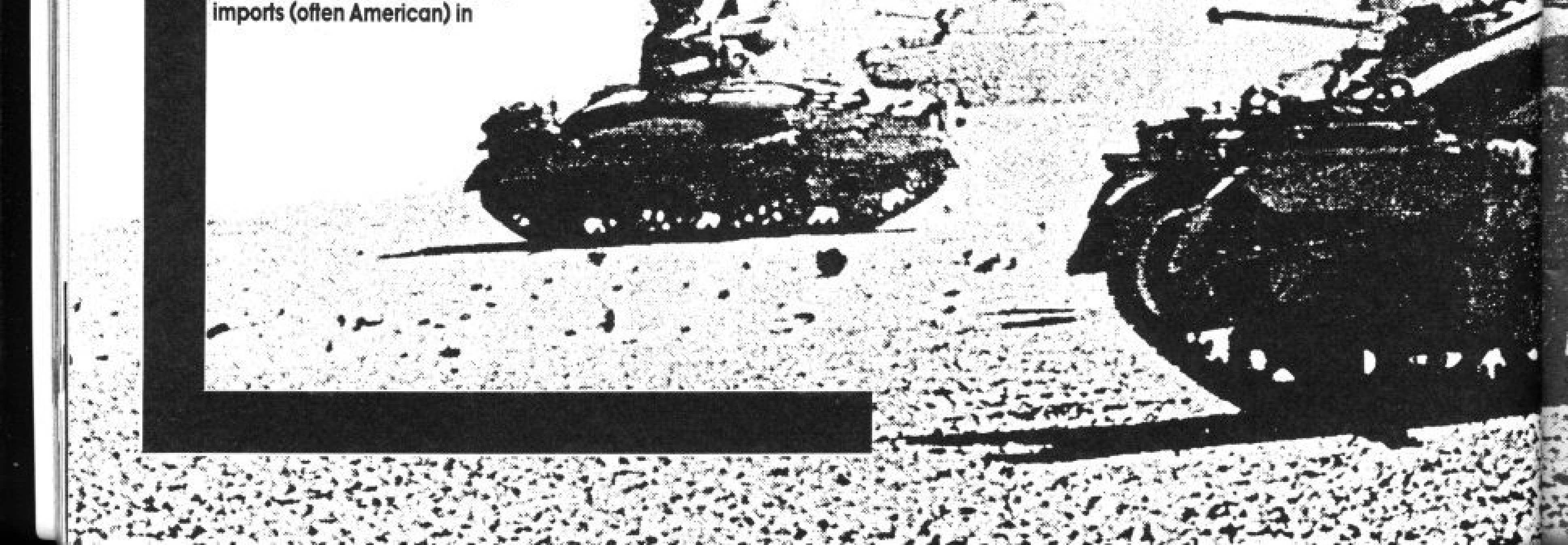
Something like this idea is already abailable to a limited extent in such games as Battlefront (reviewed in this issue) but a complete package would cover, say, land operations from divisional to army group level in any theatre of World War Two. This would surely be a best-seller among wargames. Any offers?

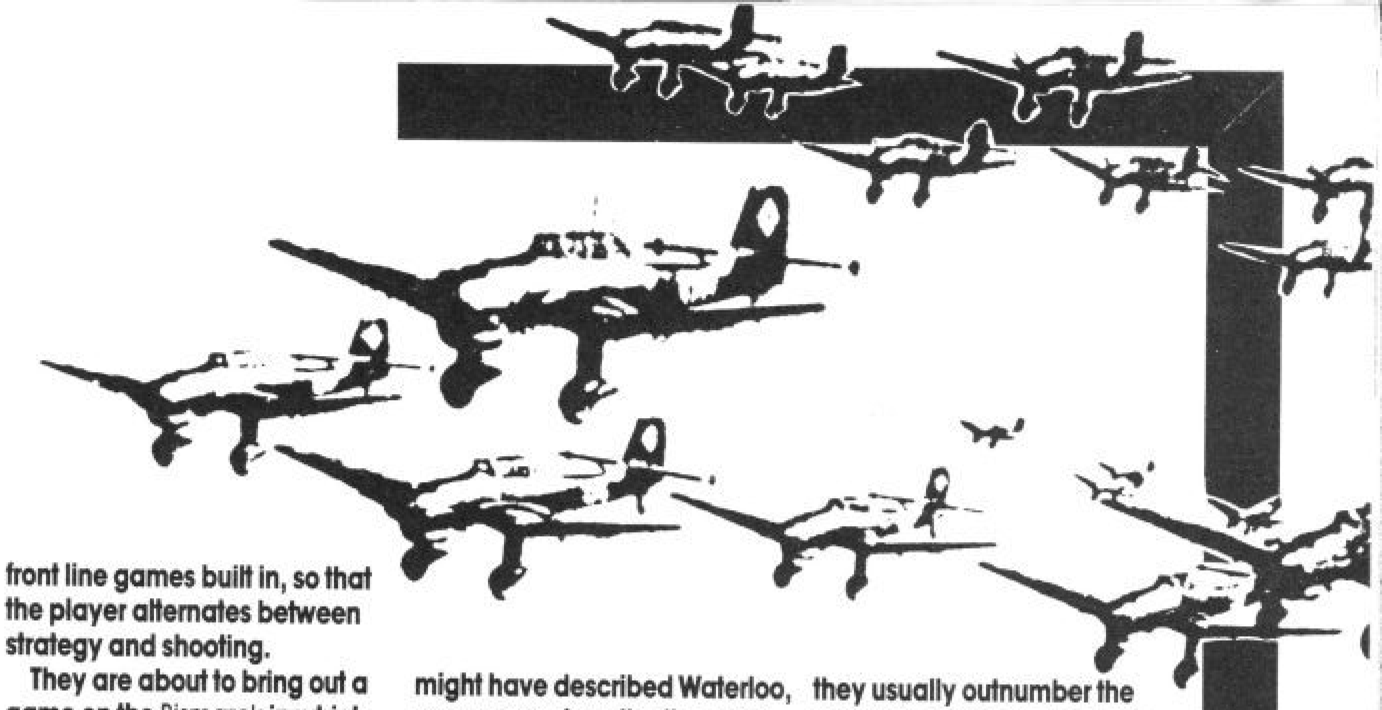
The completely fictitious wargame is in fact quite well known to board-gamers, although it has yet to be touched by computer games firms. About ten years ago SPI produced a boardgame called Dixie. This was based on the idea of the South winning the American Civil War, and featured a re-match between the Union and Confederacy with light tanks and aircraft in the early 1930s. All the background information came from real studies of tank warfare at the time.

Computer wargamers are familiar with "World War Three" games based on a similar mixture of extrapolation and opinions — hopes? — as to what is likely to happen. If the World War Three that never happened can be put onto computer why not other wars that never happened as well?

In every battle there are different viewpoints, from the commander-in-chief to the men at the sharp end, and some of these viewpoints are a lot easier to translate into computer terms than others. It is most easy if the simulation depends upon machines, the performances of which can readily be reduced to numbers.

Probably for this reason, the most successful form of computer wargame at the moment is the aerial combat flight simulator. Flying an aircraft requires constant attention — you just can't stop





to think about anything else — and micros give the feel to this far more successfully than flip-books or boardgames.

Actually, for navy pilots the most stressful moment, and hardest piece of flying, is not over the target nor in combat, but when trying to land back on the carrier after the mission (particularly at night!).

I don't know of a computer game covering this, but I'd certainly like to see one which covers carrier operations from the pilot's viewpoint. Back in July I complained that no-one had produced a good tank simulator, but as you will see from the review PSS have done a reasonable job with *Tobruk*, so any offers on carriers?

If the view of a carrier battle from the pilot's cockpit is fast-moving and constantly changing, that of the task-force commander is one of maps, information tables, occasional fragments of reports and a lot of time sitting around thinking out their implications.

In mechanised war, on land or sea, the computer games now existing do well in taking over the role of a commander's staff, providing him with information. The Wargamers' Series of games from PSS tries to give the best of both worlds by having strategy games with — usually optional — arcade-style front line games built in, so that the player alternates between strategy and shooting.

They are about to bring out a game on the *Bismarck* in which this actually makes sense, since the same man both planned the ship's strategy and commanded the ship in battle. But even with this series the frequent absence of training scenarios is a drawback. The kind of strategy game which is worth playing or which wargamers want to play more than once, cannot usually be played by a novice at all.

The same is true of real battles at a certain scale, and it takes even the best time to learn how to do it.

Frederick the Great, Montgomery and U. S. Grant all made a mess of their first campaigns. On the other hand, most wargamers can win given a second chance if exactly the same circumstances are offered to them and the element of chance and surprise is gone.

While a very great writer might have described Waterloo, no-one can describe the great battles of the two World Wars, for the simple reason that no-one saw a thousandth part of any of them — they were just too big. Other than the experience of a single soldier, the only other viewpoint which makes much sense is a map with symbols moving across it, whether in a book or on a micro.

It is just one way of coming to terms with the event, and in this particular way land warfare doesn't differ much from sea or air warfare.

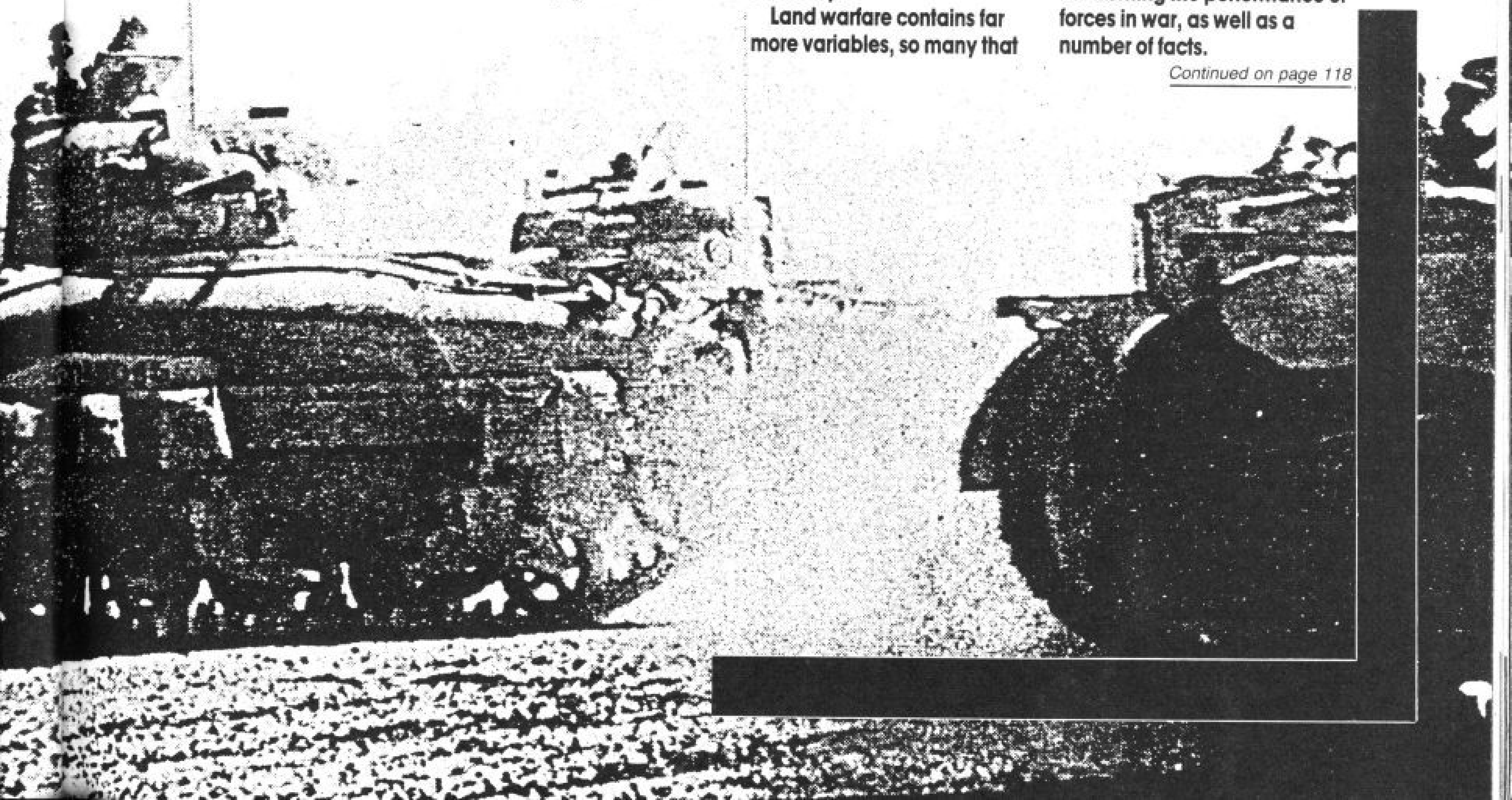
Unfortunately, there is in practice another major difference. Both sea and air war are conducted in a largely neutral environment, by machines which go where their commanders want them to go. In the middle of a battle the stoker in a battleship or the navigator in an aircraft can't run away.

Land warfare contains far more variables, so many that they usually outnumber the constants in any major battle. Factors like the kind of ground being fought over, the weather, the attitude of the troops (which we call morale) and the actual, rather than theoretical, performance of their weapons are far more important than any fixed data in determining the outcome of a battle. The side with the most troops, for example, doesn't always win. Anyone who doesn't believe this, and who thinks land warfare is easy to model by computer, should read two books, Colin Wilson's *Bomb and the Computer* and Trevor N. Dupuy's *Numbers, Predictions and War*.

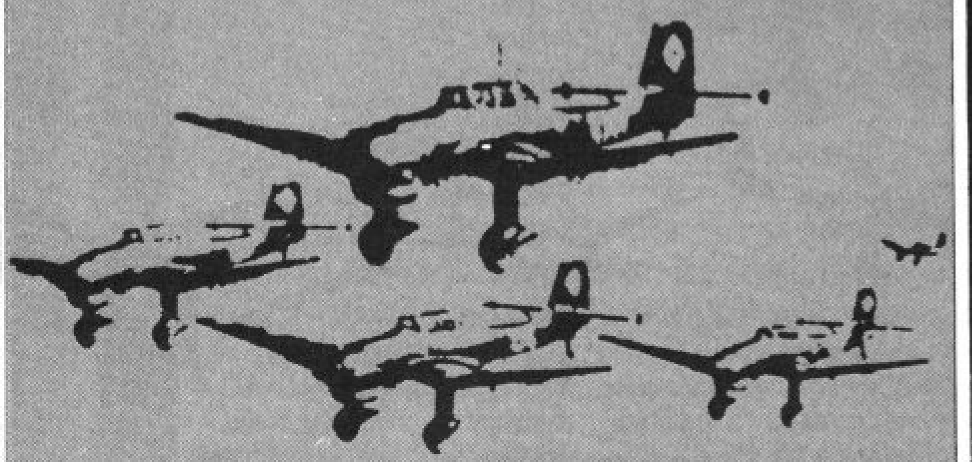
Actually, anyone writing a wargames program should read them both anyway.

Any wargame, like any other simulation, will contain a certain number of assumptions concerning the performance of forces in war, as well as a number of facts.

Continued on page 118



STATE OF WAR



Again, this is particularly true of land warfare, and is where computer game designers often fall down by failing to research the subject properly. That one aircraft flies faster than another is usually a matter of fact (although it may not do so under combat conditions), but whether one army fights better than another can only be a matter of opinion.

Too many program writers seem happy to put forward simulations of "reality" which are unashamedly slanted in favour of one side.

An outstanding example of this is SSI's Nam — (also reviewed) the declared aim of which is to reverse history and let the Americans "win" Vietnam.

The first question for a program writer is which viewpoint he is trying to represent. If he doesn't know, the chances of his game convincing anyone else are slight.

The second thing he needs to know is what assumptions he is making, and why. It is remarkable how much games cn differ in their assumptions. The Midway scenario from Carriers at War, for example, allows both sides to be played but makes scouting reports from observation aircraft poor and infrequent. Which side spots the other first is largely a matter of luck, and a player can do everything right but still lose (much as the Japanese actually did — Midway was a very close battle).

The PSS game of Battle for Midway, in contrast, allows for vastly more effective American scouting, and the computer-controlled Japanese always approach on the same course. After a second or third attempt at the historical scenario it is virtually impossible for the Americans to lose. After playing them both, it is hard to believe that these games are actually about the same battle.

Until writers become more concerned with these problems, and in particular until the dificulties of modelling land warfare are overcome, the computer wargame will not become, as it should, one of the main sources of inspiration for British wargamers.

Naval and air wargames are considerably more advanced. The best of the British flight simulators, like Digital Intergration's Tomahawk and Mirrorsoft's *Strike Force Harrier* will stand comparison with anything I've seen from any country. The best air strategy game I know is also British, Their Finest Hour from Century Communications. (But even as I write this I have been sent Europe Ablaze by the formidable Australians of the Strategy Studies Group, so we'll see.) The ouitstanding submarine game is the American Silent Service, and the best naval wargame for the very serius is Carriers at War — reviewed below — also from the Strategy Studies Group. For twentieth century land warfare CCS produce R. T. Smith's excellent Desert Rats, which is far ahead of any other British game I've seen, and better than many American offerings.

WAR GAMES REVIEWS

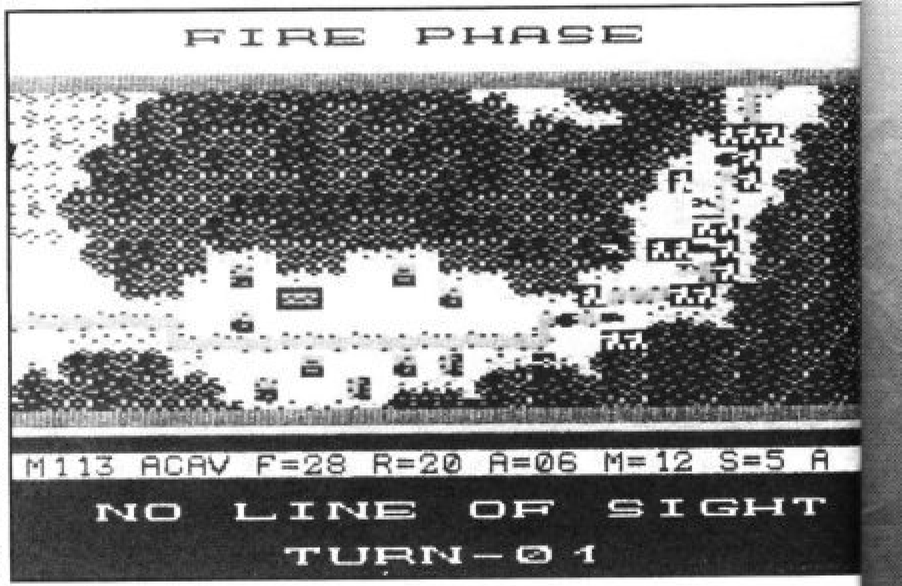
NAM

► MACHINE: CBM 64/ATARI/ APPLE II
► SUPPLIER: US GOLD/ STRATEGIC SIMULATIONS INC
► PRICE: £9.95
► VERSION TESTED: CBM64

"This is your opportunity", the game's authors assure us, "to halt the progress of the Communist war machine and thwart their plans for world domination".

As with many things about the Vietnam War, it wasn't quite like that. This is Nam as the Americans would have liked it to have been, six company-sized actions in which enemy forces appear unexpectedly, but programmes, by everything in fact but the firefights of which the game consists. It has its moments, but after an hour or so zapping the Cong in this manner you begin to realise why the Americans lost. A far better game could be designed about Vietnam from another viewpoint. I found this one easy to lose interest in.

The game's scenarios have not, however, been chosen to give the Americans an easy ride (the computer always takes the other side). On offer are a jungle ambush, an American prepared defence, an Air Cavalry assault, a tunnel operation, the one occasion in the war when American and North Vietnamese tanks fought each other, and the recapture of the



stay to be shot at, in which the superior mobility and firepower of the American forces inevitably triumphs.

The game mechanism is an extremely simple one of picking up individual units with a cursor-joystick control while cycling through fire and movement phases.

But it's a pretty silly view of a war that was dominated by politics, by attitudes, by civilian Hue citadel. With both historical and non-historical options some of these come as genuine and complete surprises to the player. The terrain graphics are extremely good, although the troops look rather too much like pin-men.

► GRAPHICS	8
► PLAYABILITY	6
► REALISM	6
► VALUE	7

BATTLEFRONT

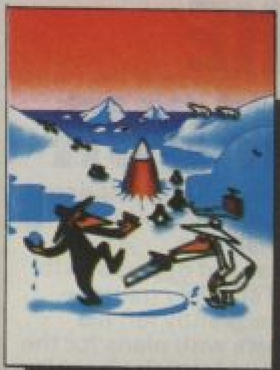
► MACHINE: CBM 64/APPLE II
► SUPPLIER: STRATEGIC PLUS SOFTWARE/STRATEGIC STUDIES GROUP
► PRICE: £23.95
► VERSION TESTED: CBM64

In World War Two the position of Corps commander was the highest at which a general actually fought battles, instead of planning and controlling them.

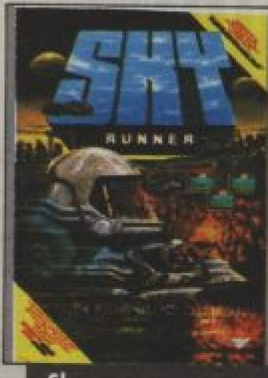
This wargame, also by Roger Keating and Ian Trent, offers four scenarios for Corps-sized actions — the German airborne corps attack on Crete in 1941, the German drive to relieve the siege of Stalingrad, the US Marines Invasion of Saipan, and the improvised defence of the

SOFT-SPOT Bullets

5



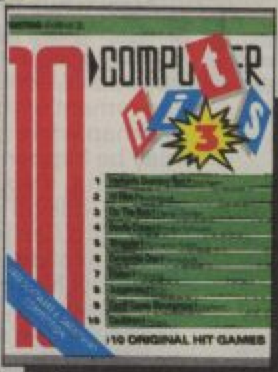
Spy v Spy 3 Artic Antics
C.64 £9.95
DATABYTE



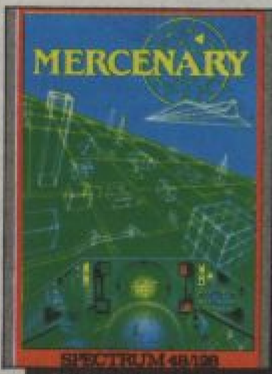
Skyrunner
SPECTRUM £9.95
CASCADE



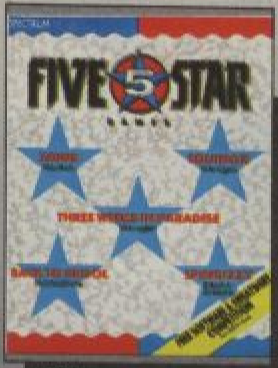
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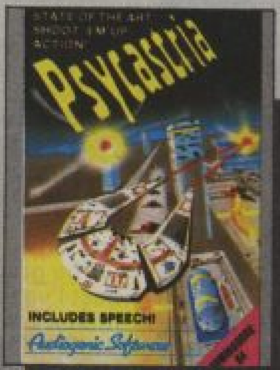
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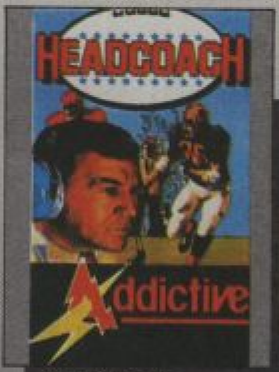
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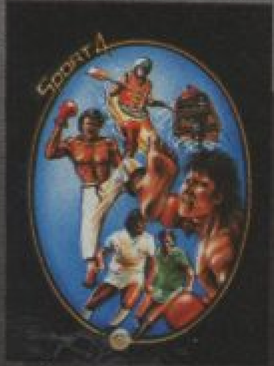
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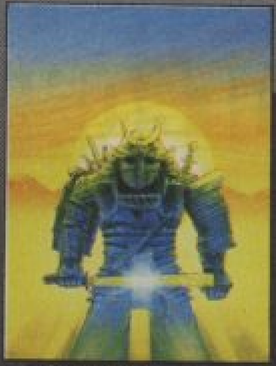
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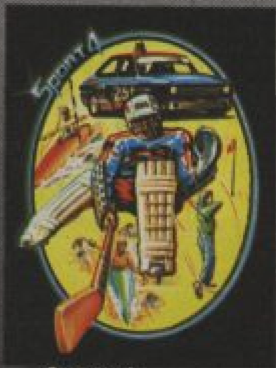
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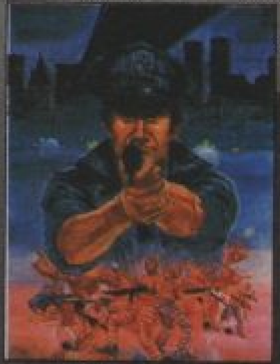
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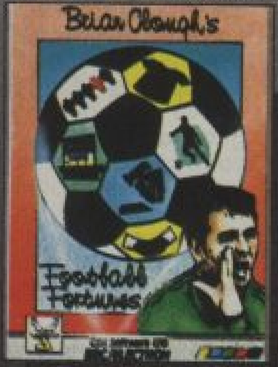
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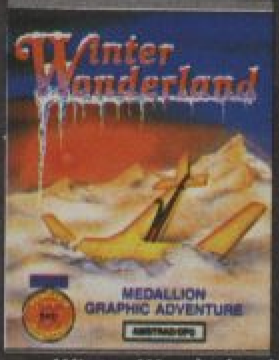
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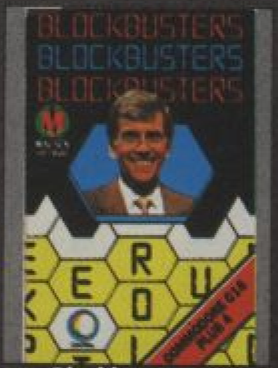
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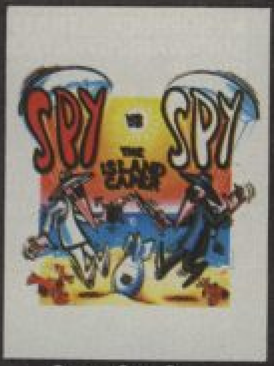
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WAR GAMES REVIEWS

Bastogne road-block during the battle of the Bulge. The player takes either side aginst a computerised or human opponent, and a handicapping system allows beginners the chance to win.

The key to successful command at this level is "thinking two down" — the Corps commander gives orders through his two or three divisions to the regiments underneath.

The program allows access to reports on the state of the regiments at the end of each six-hour move (one in four of which is normally spent asleep!) by a simple menu-driven system which takes an hour or so to master.

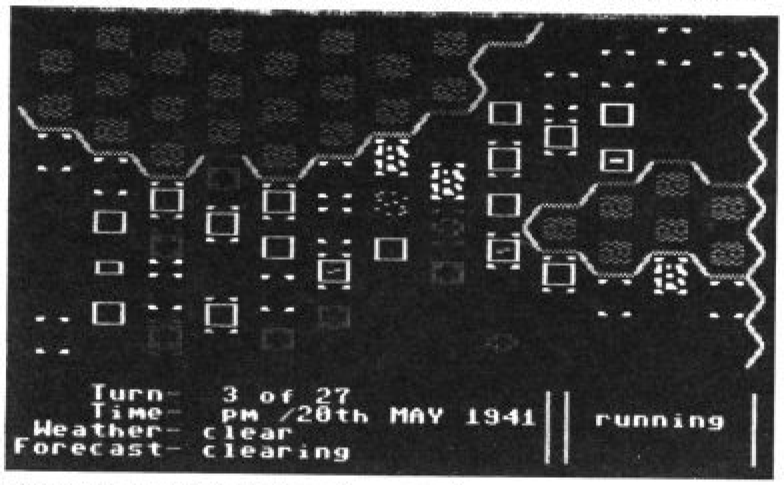
After that each of the scenarios can be got through in two or three hours for six to ten game days. The Corps commander learns how to judge the state of his regiments from information on casualties, supply and fatigue, and to give air support and extra divisional resources where they are needed.

The game is strong on realism, keeping the player to his own view point while occasionally reminding him that the troops on the ground may not agree with it!

The game's one weak point is its graphics, which are horrible. The map is an almost meaningless jumble of hexes and hard-to-read symbols (printed black-on-black in places) which scrolls in a manner guaranteed to cause the user headaches.

Also, while the two island scenarios are good the others have the problem of Corps command, artificially restricting movement within the area of the map while important things may be happening just out of sight. But, if you don't like these games, design your own!

As with *Carriers at War*, the program allows the player to construct his own scenarios, adding scenery to the map and specifying the strength of each battalion. The possibilities are endless.



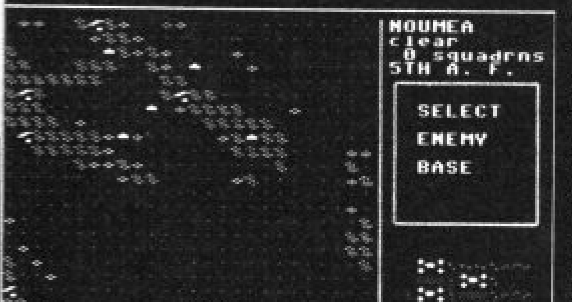
Sea war and air war are, largerly, matters of machines. Land war has always been even more a matter of terrain and people, and so is very much harder to model on the computer. *Battlefront* is a very good attempt, but it is not the perfect game that it might have been.

- ▶ GRAPHICS 4
- ▶ PLAYABILITY 7
- ▶ REALISM 8
- ▶ VALUE 8

CARRIERS AT WAR

- ▶ MACHINES: CBM 64/APPLE II
- ▶ SUPPLIER: STRATEGIC PLUS SOFTWARE/STRATEGIC STUDIES GROUP
- ▶ PRICE: £29.95
- ▶ VERSION RESTED: CBM64

Your Japanese carrier task force bears down, through the darkness before dawn on 7th December 1941, on the unsuspecting American fleet at Pearl Harbor.



You check the intelligence plot — they are still at Pearl, nothing reported in the other harbours, nothing at sea or in the air. The weather is clear, although there is cloud to the east and the prediction is for squals. You check the course and speed of your carriers.

Three hours before dawn. You order the aircraft to arm, and 15 minutes later reports show feaverish activity on the hanger decks. Af first light to give the target and launch the strike. The ticking clock shows its progress, but you can only guess until the first aircraft return wth tales of sinking battleships. How accurate are they? You order a second strike, and redirect part of it to the American airfields. Finally, as the last strike is recovered, you turn and steam for home.

This in itself would be an excellent wargame, but it is only the teaching scenario for *Carriers at War*, from the Australian design team of Roger Keating and Ian Trout. The player takes either side against the computer or another player not only at Pearl but at Coral Sea, Midway, the Solomons, Santa Cruz and the Philippine Sea.

You need a disk drive and your own disks, and the game isn't cheap, but neither is a Rolls Royce. The designers say they have somehow crushed 80K of machine code into the program, and the result is a naval wargame such that I have seen nothing to compare with it.

- ▶ GRAPHICS 7
- ▶ PLAYABILITY 9
- ▶ REALISM 10
- ▶ VALUE 8

TOBRUK — THE CLASH OF ARMOUR

- ▶ MACHINE: AMSTRAD
- ▶ SUPPLIER: PSS
- ▶ PRICE: £9.95

This member of the PSS *Wargamers* series runs on the Amstrad only. It is mis-named, since it deals with Rommel's offensive against the Gazala line in May 1942, with Tobruk as the final objective.

The player has only the choice of German forces against the computer, but two can play with linked Amstrads.

The game is good in its handling of strategy problems. The Germans are given variable air support and moving supply dumps to stress the importance of supply for this kind of warfare.

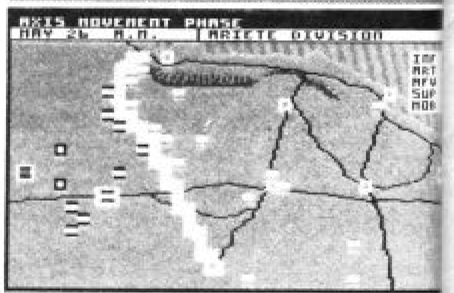
The graphics are among the best I've seen for representing military formations in the desert. The problem is that it's ever too soon. You can only take one side in one battle of the war.

The reason for this is that all the extra program memory has gone into an optinal feature — a tank simulator. The designers call this an arcade option, but it's more than that.

Nor is it as out of place as it seems in a strategy game — Rommel frequently left his headquarters with plans for the battle and led from the front in a command tank (although I doubt if he personally fired on as many British tanks as this game allows!)

Attempts to mix strategy and shooting in games usually don't work very well — this is one of the better ones.

- ▶ GRAPHICS 8
- ▶ PLAYABILITY 6
- ▶ REALISM 6
- ▶ VALUE 5



NAPOLEON AT WAR

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: CCS
- ▶ PRICE: £8.95

Ken Wright, author of *Waterloo* and *Austerlitz*, has moved from Lothlorien to CCS for his latest Napoleonic battle, the little-known draw against the Russians at Eylau on 8th February 1807.

It uses similar mechanisms to his two previous games, but is improved by a few extra features. Artillery is represented separately this time, and on the big battlefield of Eylau the devolved command system, by which the player leaves Corps commanders in charge of their own forces, works rather better than in previous games. At least, the Marshals of France do fewer stupid things.

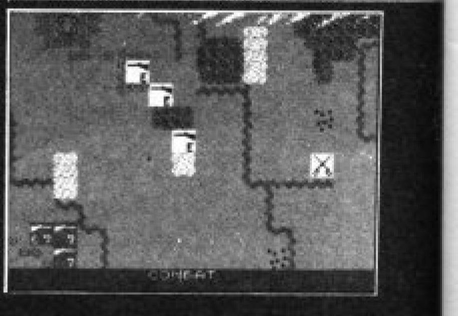
But the game is still very limited, and rather poor value. You get no choice of scenario, no choice of terrain, no choice of side, no choice of starting position, and no re-run facility.

All you have left is the chance to give the French side orders. Unfortunately, the combat mechanism seems to involve such a large random factor that whether they win or lose has almost nothing to do with the orders you do give them.

One result of this is, oddly, to make *Napoleon at War* slightly more playable.

Eylau was a confused battle, with re-inforcements for both sides arriving at odd moments throughout the day (this is not represented in the game, by the way). At the end it was a messy and hard-fought draw, which amounted to a strategic defeat for Napoleon, who needed to keep on advancing. The arbitrary nature of the combat system means that while *Austerlitz*, Napolion's greatest victory, is virtually unwinable, Eylau, a battle he virtually lost, stands quite a good chance of being won.

- ▶ GRAPHICS 5
- ▶ PLAYABILITY 3
- ▶ REALISM 3
- ▶ VALUE 2



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SPECTRUM 48K





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SPECTRUM 48K

Get in training for Christmas with this insane spending spree. Join 'Money' on his race through the bargain basement as he goes shopping with his EXCESS CARD. The action takes place in Harridges the world famous department store.
SPARKLE RATING ★★★★★

SMUDGE AND THE MOONEES
SPECTRUM 48K

Smudge, the French chimney sweep with the dash of gallic charm embarks on a clean 'sweep' of the Paris roof-tops. Watch out for the Moonees however, who seek to thwart his progress. Highly playable!
SPARKLE RATING ★★★★★

JAVA JIM
C64 & ATARI

Idaho Jim sets off on an epic archaeological expedition. He has to stop pretty smartly to avoid molten lava, swing across crumbling pits and dodge man-eating spiders. You're bound to dig this!
SPARKLE RATING ★★★★★

SLURPY
C64

Deep in the caverns of the planet Gluton lives our famished friend Slurpy. Suffering from an acute bout of appetite fever he gobbles up everything in sight – but look out, there's danger lurking in them thar caverns!
SPARKLE RATING ★★★★

SPECIAL DELIVERY
ATARI

Poor old Santa! He's overslept again and now has only 5 hours to deliver all his Christmas goodies. Help him sort out this chaos by collecting and dropping the gifts down the right chimneys.
ALSO ON SPECTRUM 48k
SPARKLE RATING ★★★★

ORC ATTACK
C64

Defend the castle against the hordes. As Eric the Brave you have to fight off waves of murderous Orcs, outwit and slay the evil Sorcerer, and defeat the gigantic Demon Trolls. Six play levels.
ALSO ON SPECTRUM 48k
SPARKLE RATING ★★★★

RIVER RESCUE
ATARI

This race against time depends entirely on your skills as a navigator and pilot. But you are not without help. As the owner of the fastest power boat in the region you can rely on it to steer you to the rescue of the trapped scientists. But look out for crocs, rocks and mine-dropping rivals.
ALSO ON SPECTRUM 48k
SPARKLE RATING ★★★★

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C+VG COMPETITION 5

TOP GUN

What's the difference between an F16 Tomcat strike aircraft which can fly at twice the speed of sound, climb 30,000 feet in a minute and haul seven tons of weaponry and a copy of Computer + Video Games?

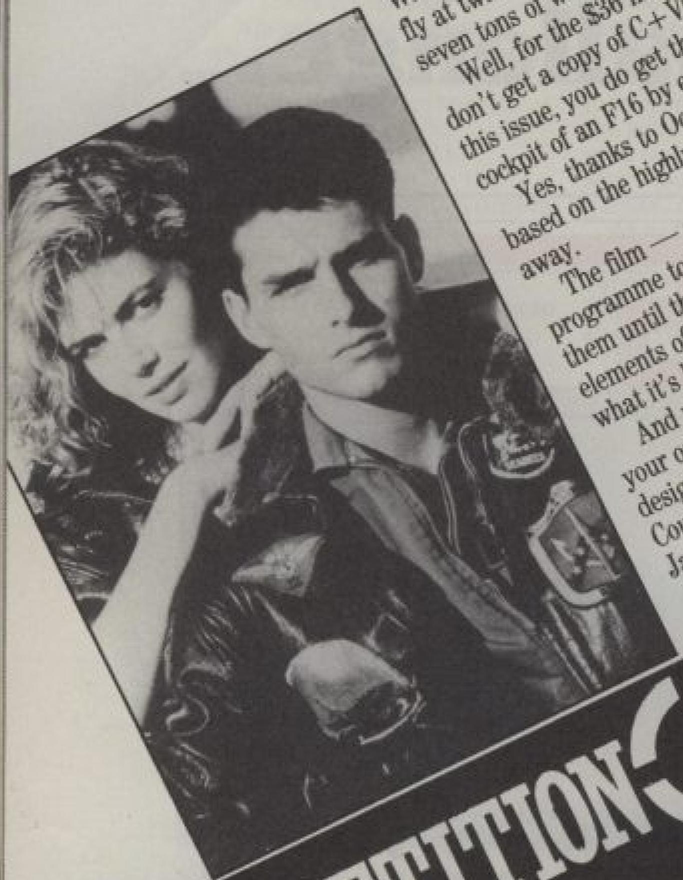
Well, for the $36 million you would have to pay to buy the F16 you don't get a copy of C+VG free. However, for the 98 pence you paid for this issue, you do get the chance to find out what it's like to sit in the cockpit of an F16 by entering our Top Gun competition.

Yes, thanks to Ocean, we've got 30 copies of Top Gun, the game based on the highly successful film featuring the F16 Tomcat to give away.

The film — starring Tom Cruise — is about the US Navy's programme to find its brightest pilots, sharpest shooters and train them until they're the best in the world. The game, combining elements of flight simulation and shoot 'em up gives you a taste of what it's like to join an elite corps of fighter pilots.

And what do you have to do? Well, we want you to do is design your own fighter jet, complete with gadgets, weapons etc. Send your design to Top Gun Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is January 16 and the commanding officer's decision is final.

Don't forget to send the printed coupon with your entry and please indicate which computer you have.



Name...

Address...

....

Please tick the appropriate box
Spectrum ☐ CBM ☐ Amstrad ☐



C+VG COMPETITION 6

CENTURIONS POWER XTREME



ALL this could be yours if you're the first prize winner in our truly awesome *Ariolasoft Centurions Competition!* Ariola are about to unleash the game of the cartoon series on an unsuspecting world — but before they do we want you to be kitted out and ready for it! That's why we persuaded Amanda Ariola to give us this monster Goodie Bag, packed with neat things like FIVE Arista/Ariola LP records, THREE books from the Leisure Circle Book Club, FOUR games from Ariolasoft, a CENTURION MODEL and no less than FOUR of Ariola's famous Hacker series t-shirts! Is this a good prize or what? We haven't forgotten the runners-up either because we've got 25 Ariola t-shirts to give away to them.

What do you have to do? Well it's time for one of C+VG's legendary art competitions again! We'd like you to create a Centurion suit for your favourite character from the TV cartoon. If you've watched it you'll know that the heroes can transform themselves into man machines at will by simply shouting "Power Xtreme!" All of a sudden they become rocket-powered supersonic fighting machines!

Use your imagination and create your own special centurion suit. It could be based on the TV characters if you like — but we'd really like you to come up with your own ideas for equipment and weapons and what YOUR Centurion would use them for.

Draw or paint your centurion and send it off to *Computer and Video Games*, Centurion Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is January 16th, normal C+VG rules apply, and the Editor's decision is final. DON'T miss out on the awesome *Ariolasoft Goodie Bag* — enter today!

C+VG/ARIOLASOFT CENTURIONS COMPETITION

Name ______

Address ______

______

Age ______

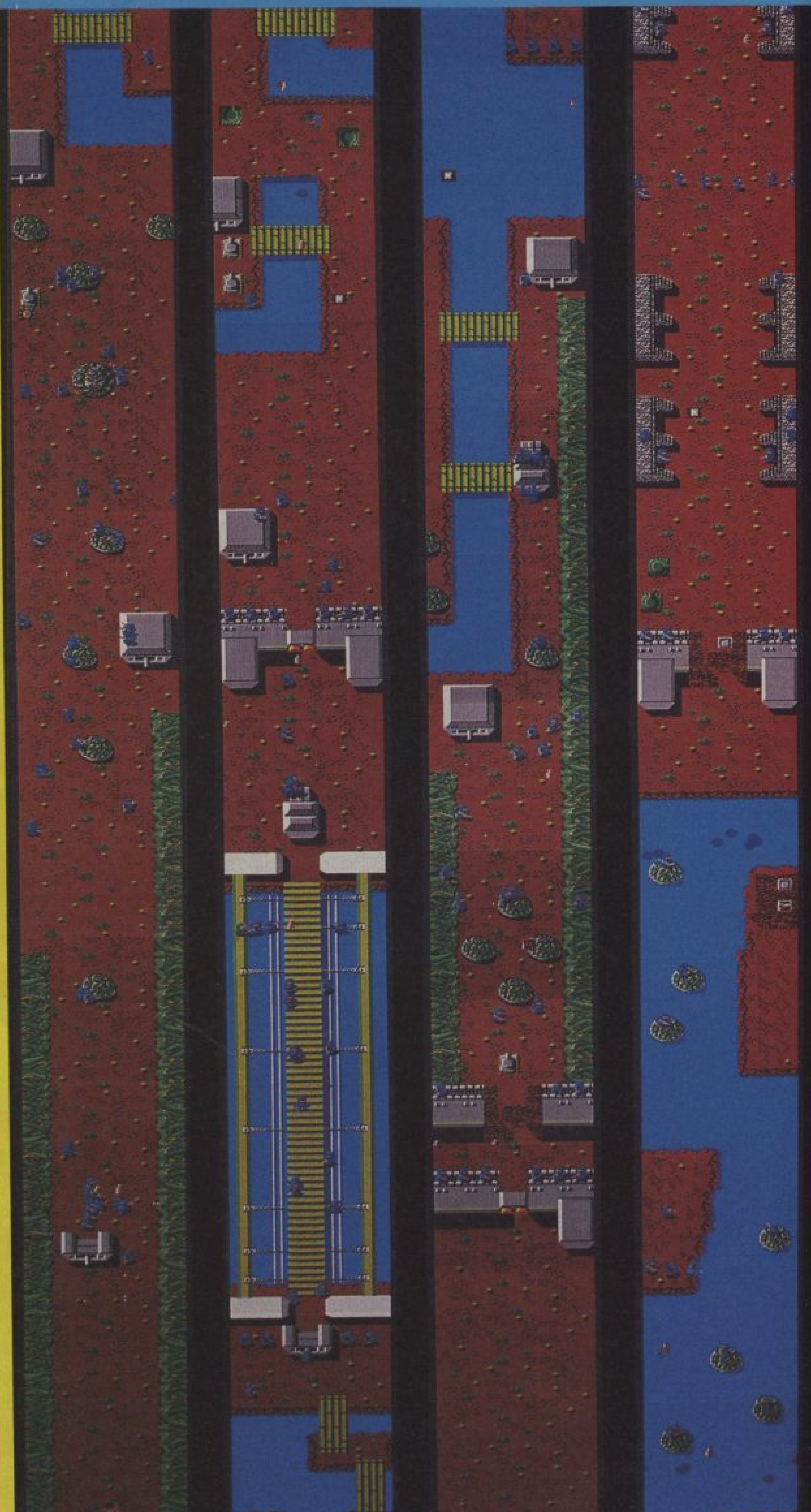
Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad☐

T-shirt size (tick box) S ☐ M ☐ L☐ XL☐

Design (tick box) Hacker ☐ Adventurer ☐ Zapper ☐ Strategist ☐

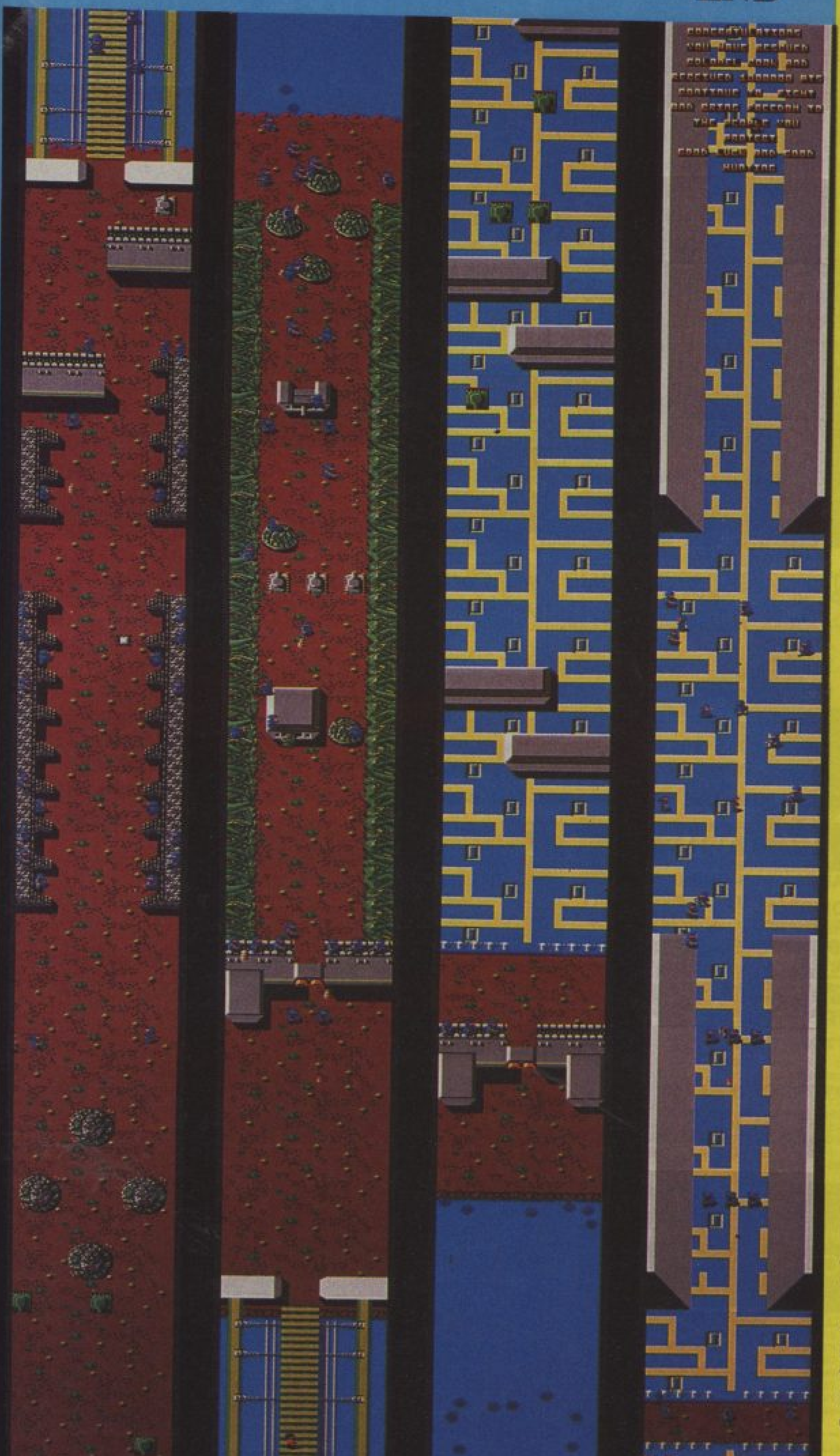
PLEASE FIX THIS COUPON SECURELY TO YOUR ENTRY

kari warriors



START 1 2 3 4

END



5 | 6 | 7 | 8

C+VG MAP

Ok troops! This is *Jackson T. Kalliber* talking at you. This here is the definitive campaign map for all *Ikari Warriors*.

This screen-by-screen map will point out all the pitfalls and pill-boxes — you're likely to encounter in the Ikari battle-zone.

Use it to plan your assault on the enemy strongholds in search of the captured generals' prison.

Spot the tanks which you can use to further your advance and make a beeline for them.

Watch out for the landmines which the enemy sneakily leaves scattered around the landscape. And beware the jungle idols which are really machine gun nests spraying lead death in all directions.

Remember to keep moving at all times — don't be tempted to stick around to machine gun a few extra enemy troops.

Use your grenades wisely to wipe out pill boxes and gain those useful extra supplies of ammo and fuel for tanks.

Run over the "smart-bombs" as soon as you see their friendly flashing symbol — this will zap all enemy troops in your immediate vicinity and give you a breathing space.

Try not to blow up tanks with badly aimed grenades. And as soon as they start flashing GET OUT! Unless you vacate the tin box rapidly you'll lose a life. And And there's always another tank around the corner...

If you get really expert you can lure the enemy troops into blowing each other away with their own grenades and bullets. But you'll have to be quick to escape the crossfire.

Plan your route using the special C+VG map and then get stuck in. Remember — Ikari Warriors take no prisoners!

● *Thanks to Dimension Graphics who put the map together and Elite; who helped them do it, and produced such a killer game!*

C+VG COMPETITION 7

VERA CRUZ

Murder, mystery and suspense. *Infogrames* highly original computer thriller has it all. If you've missed out on this innovative game then you should track it down immediately.

If you've already got the game then you'll find the clues we've unearthed from the Interpol computer extremely useful. And you'll find the *Matsui Compact Disc Player* on offer for the first prize in the *Infogrames Vera Cruz Competition* even more useful!

It's worth squillions of pounds. You can program it to play tracks in any order you want and it's packed with all the latest nifty hi-tech gizmos that no CD owner should be without.

All you have to do to win this absolutely amazing enhancement to your life-style is answer the simple Mystery Quiz below, which is so easy even Inspector Gadget would be able to solve it! Ten runners-up will get the pick of the C+VG software cupboard. But first here's the hints!

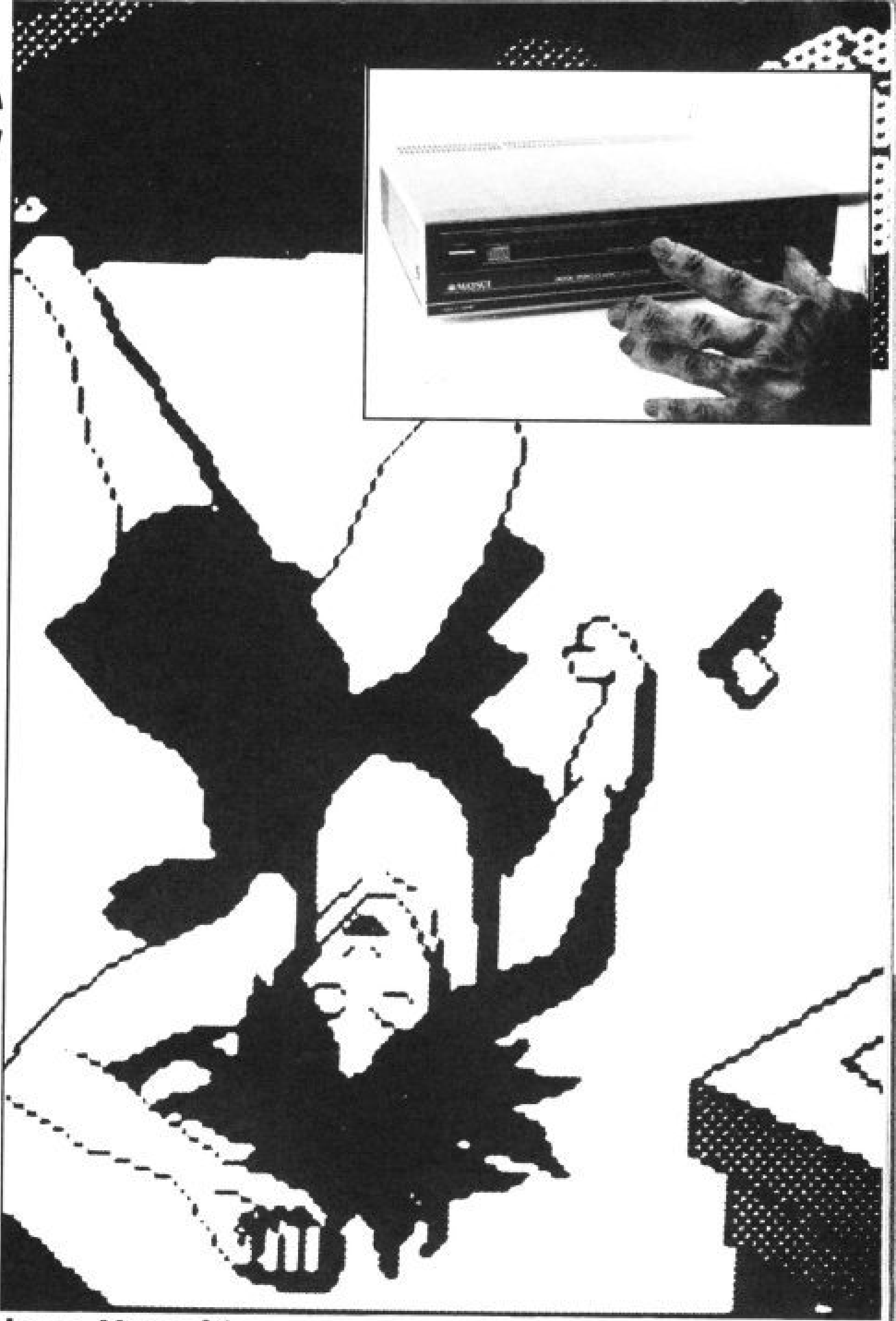
C+VG VERA CRUZ CASEBOOK

- Many would-be detectives appear to be missing the button in the shaded area to the bottom left of the screen.
- The carnet (diary to you) contains three names. To open it just press the space bar.
- In the second part of the game it is possible to get statements from both a neighbour and the caretaker. No addresses are necessary.
- CD or CQ, depending on the version, are the middle letters of the car registration number
- The computer recognises SOME nicknames.

Now try to win the Compact Disc Player! Solve the mystery questions and put your solution in the post, addressed to *Computer and Video Games,* Vera Cruz Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is January 16th, normal C+VG rules apply and the Chief Contable's decision is final.

VERA CRUZ MYSTERY QUIZ

1. Agatha Christie created TWO famous fictional detectives. Name them.
2. Name the jockey turned thriller writer whose book, *Twice Shy*, has been recently turned into a computer adventure.
3. *Vera Cruz* is a French game. French author Georges Simenon created a famous French detective who also became a TV hero. Name him.
4. Domark boss Dominic Wheatley has a famous relative who created some famous crime dossiers in the 1930s. One of these, *Murder Off Miami*, is being turned into a computer game by CRL. What is this man's name? He also writes many horror stories. . .
5. Melbourne House released an adventure based on the adventures of the world's most famous fictional detective. Name the game.



C+VG/INFOGRAMES VERA CRUZ COMPETITION

My answers are:

1 ____________________

2 ____________________

3 ____________________

4 ____________________

5 ____________________

Name ____________________

Address ____________________

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Age ________ Computer owned ________

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- ☐ Space Harrier (not available for C16)
- ☐ Ikari Warriors (not available for C64 and C16)
- ☐ Hit Pak — Commando, Frank Bruno's Boxing, Bombjack, Airwolf.

My choice of computer format is:

- ☐ Spectrum 48/128
- ☐ Amstrad
- ☐ Commodore 64/128
- ☐ Commodore 16

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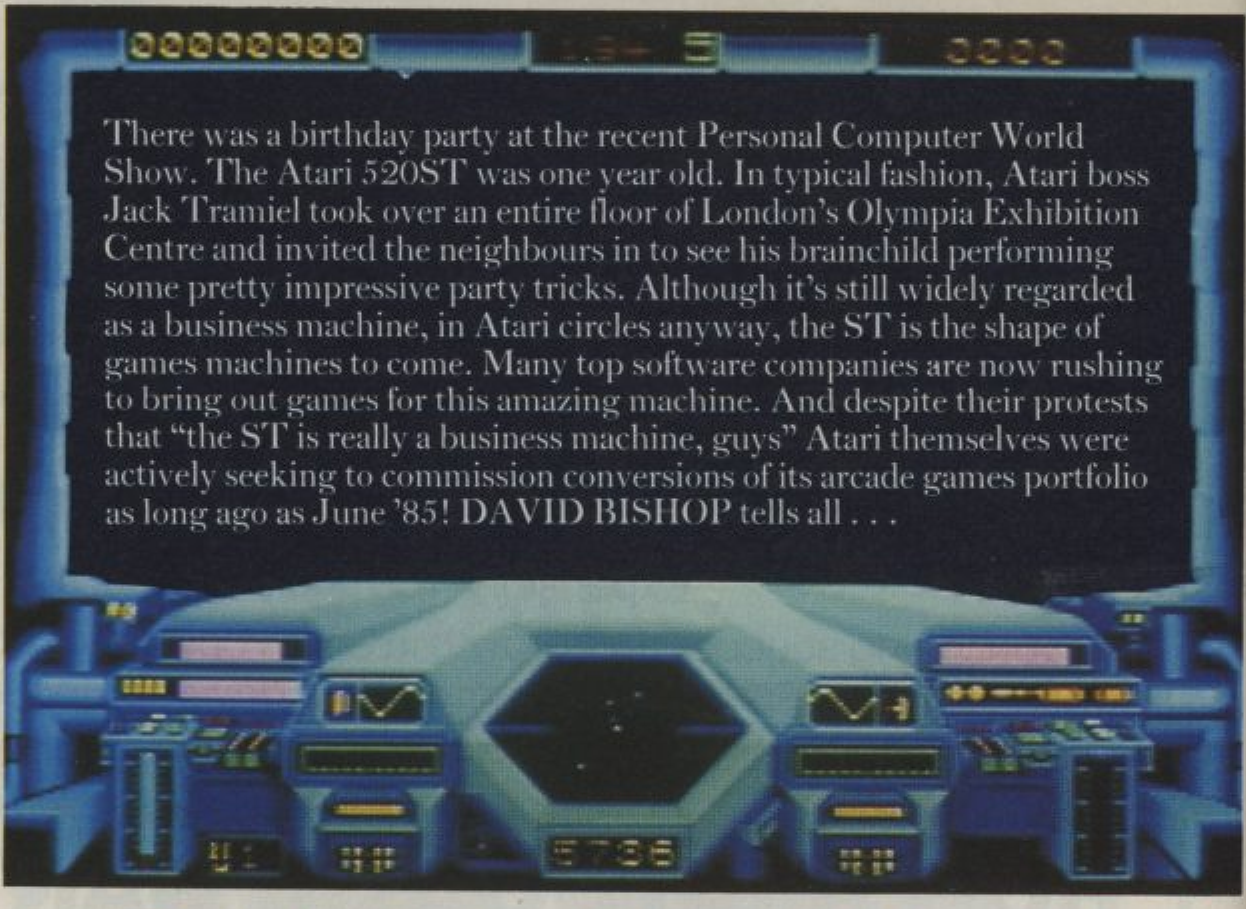
Address..

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Signed ....

Return to CARL DUNNE, ELITE SUBS OFFER, Magazine Services Dept, EMAP, 30–32 Farringdon Lane, LONDON EC1R 3AU.



There was a birthday party at the recent Personal Computer World Show. The Atari 520ST was one year old. In typical fashion, Atari boss Jack Tramiel took over an entire floor of London's Olympia Exhibition Centre and invited the neighbours in to see his brainchild performing some pretty impressive party tricks. Although it's still widely regarded as a business machine, in Atari circles anyway, the ST is the shape of games machines to come. Many top software companies are now rushing to bring out games for this amazing machine. And despite their protests that "the ST is really a business machine, guys" Atari themselves were actively seeking to commission conversions of its arcade games portfolio as long ago as June '85! DAVID BISHOP tells all . . .

SANS OF TIME

Jez San is the 20-year-old programmer/designer of Rainbird's critically acclaimed *Starglider*. In 1982 he co-authored a technical guide to the BBC disk system well before the publication of the official Acorn manual!

Having co-authored the arcade game *Skyline* for Century (remember the snake game you could play while the main program was loading?), he then played a major role in the C64 conversion of *Elite*.

C+VG managed to catch up with Jez just before he set off for a two week Amiga conference in California. He agreed to give us this exclusive interview as well as some useful hints on better Stargliding!

How did the Starglider project start?

James Follett and I sat down and worked out the basic scenario. Then he went away and began work on the novella while I started on the game itself.

What was it like working with an author like James Follett!

The collaboration worked well, I think. James sent me a number of drafts during the project and we met a few times to iron out any differences there may have been between the book and the game. He might have wanted to include something in the book and needed to know if it could be incorporated into the game. Sometimes I would read something in his last draft that didn't match up with the program and couldn't be put in for one reason or another.

How much control did Rainbird exercise?

They were very good about letting us get on with the project most of the time. They did the music and the loading screen, though. Towards the end there were "marketing" elements to be taken into consideration such as adding the fixed sights feature because Tony (Rainbird) couldn't play the game without it! There was also the perennial problem of having to draw the line and say "STOP. That's enough finishing touches!"

How did you get such impressive 3D graphics?

Each object in the game is mapped the whole time, not just while it's on the screen. Once I've entered the data for the objects you can see it from any angle and from any distance until its too far away to be visible. Also, unlike *Mercenary*, *Starglider* has hidden line detection which "hides" those parts of an object you wouldn't normally see. This helps to make everything look more realistic. Actually I rewrote the drawing routines about ten times during the project, each time making them smaller and faster. I think they run as fast as is possible



on the ST and could not be squeezed into less space.

With such amazing sampled music why did you opt for non-sampled sound effects?

I wanted to have sampled explosions but they would have slowed things down so much that it would have detracted from the playability of the game. Even the ST has its limits.

What's your impression of the ST?

It's really just a glorified Spectrum.

Can you explain that?



▲ Fantastic three-dimensional graphics, digitised sound and excellent gameplay continue to make S

Well, the ST doesn't have any propriety chips for sound or graphics etc. It relies almost entirely on the power of the 16-bit processor. The Amiga has dedicated chips for graphics and sound etc, consequently less is hung on the processor to slow it down. Having said that, the ST is a great machine and superb value, after all how many people can afford an Amiga?

Going back to Starglider, are you happy with the end product?

Yes, very much so. You can go on improving a game forever and you may never be 100% happy with it because there is always something that could have been slightly different. There were little things I still wanted to put into the game but it had to be released this decade you know, and I think the version that came out was good.

Do you still enjoy playing Starglider?

Not really, not now. It was a great thrill to start with but I spent a huge amont of time testing the game which was very enjoyable, but I wouldn't play it for fun now.

How many levels are there in the game?

I was only going to put four in but decided to add a few more to cater for anybody good enough to get past these.

How many extra ones did you put in?

Over thirty!

Without giving too much away, what kind of things change from level to level?

It's generally more difficult to stay alive on the higher levels, as you'd expect. Things are more difficult to destroy and missiles inflict more damage on you too, which drains your shields faster. Other things become more of a hassle from levels two and three but that would be telling!

Go on, drop us mere mortals a crumb or two.

OK. Well, from level two you will encounter homing missiles which move in very alarming ways, usually towards you! The proportion of homing versus normal missiles increases with each level. It's a shame the file on the Pyramid launchers was lost!

Will there be a Starglider II?

You'll have to wait and see!

REVIEW

At the 1985 PCW show, an up and coming software house called *Rainbird* was showing a short demo of a new game being developed for the brand new Atari ST computer.

A year later *Starglider* was released to almost universal critical acclaim. You can think of *Starglider* as part *Battlezone* and part *Elite* — but far superior to both!

THE STORY SO FAR

The game takes you to the planet Novenia, for centuries successfully protected from invasion by the Sentinels, unmanned ships which were "extremely well equipped to bring about a messy and violent life-style modification of any would-be invader".

In fact, so confident were the Novenians that their defences were inpenetrable, that they had long ago disbanded their home-based army and airforce.

Egron fleet commander Hermann Kruud believed he had found a flaw in Novenia's defences. Egrons considered themselves to be "loveable, peace-loving people and they maintained a powerful battle fleet on permanent alert, ready to beat the hell out of any planet that said otherwise".

Kruud's plan was deceptively simple. He had spent the last five years assembling a new invasion fleet comprising entirely of ships that looked like giant Stargliders.

The Starglider was a very strange bird that nested in Novenia's equatorial highlands and migrated once every five years to the outskirts of the Novenian system.

It was on returning from one such migration that a flock of Stargliders was entirely wiped out by a couple of sentinels that mistook them for an invasion fleet.

As a result of the ensuing public outcry the Sentinels on-board computers were modified to recognize Stargliders and leave them alone.

Kruud's simple plan worked all too well. And now a desolate and war-scared Novenia is about to fall into the hands of the Egrons.

PLAYING THE GAME

The game starts as you leave one of the four repair depots on the planets surface, manned by ARAMA's (Automatic Repair And Maintenance Androids) and left intact when the Egrons attacked.

Although your goal is to destroy the Egron invasion fleet, success will not come to those whose brains are housed entirely in their trigger fingers.

A winning strategy will have to be worked out before delving too far into the game or you will be unceremoniously vapourised time and time again. This is where the accompanying novella, written by James Follett (author of the screenplay of the film *Who Dares Wins* fame) comes in rather useful.

Packed with invaluable hints and tips on how to kill and maim, Follett's witty companion also contains clues such as how to recharge the AGAV's inductive energy pods, and where the Starglider Drone's one weak spot can be found.

What a pleasant change to find the story with the game concept ACTUALLY enhancing the overall package!

EGRON ATTACK FORCE

The planet surface is covered with battle tanks, transport vehicles, skim fighters, tri-launchers, stompers, and other assorted Egron goodies. Meanwhile, the airspace above the planet's surface is littered with mines, neutron missiles, bute and lotus fighters, not to mention Starglider One.

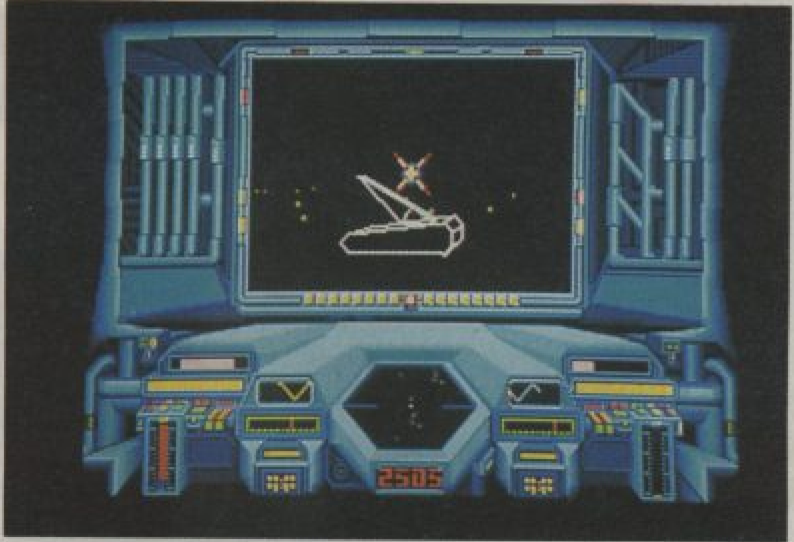
Most of the Egron attack arsenal have specific functions and movement patterns. Careful observation will help you devise attack and defence strategies for the various fighters, tanks etc. Apart from differences in appearance you will encounter craft with varying speeds and armour class.

Apart from the repair depots, the Egrons have also left the Energy Towers untouched because they control the underground monorail system which Novenia's invaders intend to use for themselves.

The novella tells you how the towers can be switched back on again but you'll need to master the recharging manoeuvre quickly as the Egrons won't exactly sit back and watch!

The first thing you are likely to do once *Starglider* has loaded is go and check if your radio is on.

But that music you hear is coming from your computer!





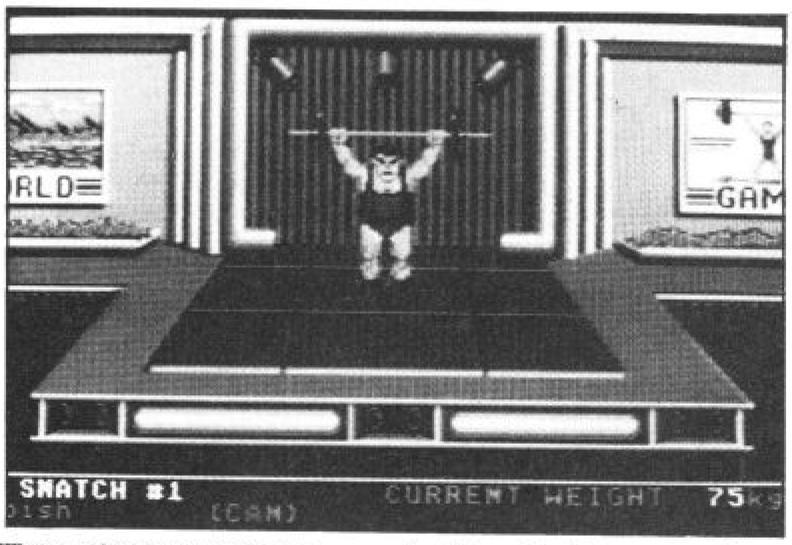
The game contains 10 seconds or so of sampled music, composed especially for the game, and guaranteed to raise the eyebrows of even the most cynical techno-atheist.

The movement and animation of all the graphical game elements are little short of stunning, reminiscent of the *Star Wars* arcade machine. At last somebody has really shown us what 16 bit technology is capable of!



ue to m ake Starglider the most spectacular game to be released on the ST to date.

WORLD GAMES



The people who brought you *Summer Games I* and *II*, not to mention *Winter Games*, in a stunningly bold and creative move, now bring you *World Games*!

The game takes you on a whistle-stop tour of the world touching down at eight locations as far afield as Scotland, Russia and Mexico.

As with its predecessors, *WG* relies on professional production and slick graphics. But the formula is beginning to wear a little thin.

Although the graphics are undoubtedly pretty and some of the events fun to play, others quickly become boring and are, quite frankly, an insult to anyone who can get past the "wooden" level in *Uridium*.!

Barrel Jumping is a case in point. Set in Germany, this event involves skaters competing to jump over the most barrels in a single attempt. By moving your joystick left and right, accelerate your skater towards a line of barrels and press fire to jump into the air.

Then pull down on the joystick just as your skater is about to land. When long jump and speed skating came out in earlier Epyx sports games that was one thing, but barrel jumping is purely a combination of the two, set against a slightly different backdrop.

The average gamester in this country deserves something a little more "radical" before parting with £25 even if there are eight different events on this two disk set.

There is no doubt, though, that devoted Epyx sports fans will still find things in *World Games* to ooh and aah about, and the game is not without its good points.

But I think, for most people, this theme is getting a little tired and Epyx do seem to be squeezing the very last drop out of the recent craze of sports simulation.

One of these is that is less likely to have your trusty joystick cringing in the corner as only three of the eight events — Caber Tossing and Barrel Jumping, and Log Rolling — rely to any large degree on "stick waggling", and, in the case of Log Rolling, more skill and less blind speed is required to keep your man from falling off the log.

Although difficult to get the hang of, Bull Riding is also good fun, offering enough variation to keep you coming back for more bruises! Having chosen which bull you want to ride, you find yourself astride more than 2000 lbs of muscle whose sole aim in life is to get you off his back!

Using the joystick to offset the bucking and spinning of the bull, you score points for style and length of ride. The more ferocious the bull the higher your points tally will be, if you stay on that is!

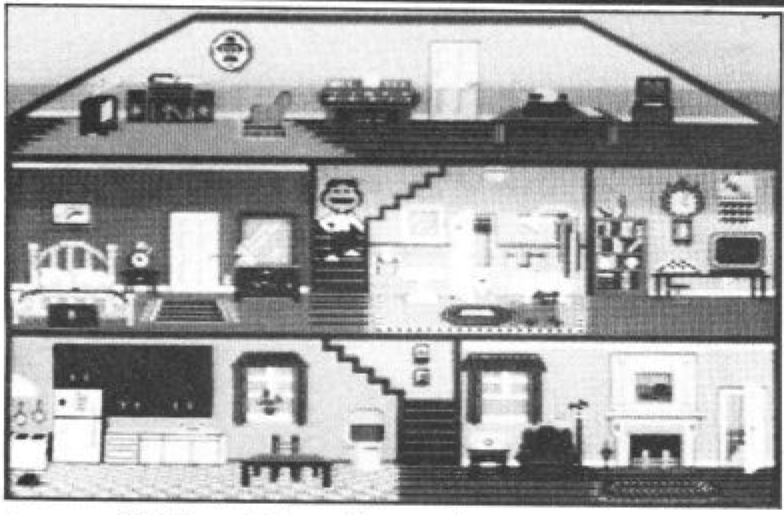
Another nice touch here is the practice mode which allows you to control the actions of the bull so you can get used to dealing with its various movements.

Other events in the package will find you weightlifiting with our Russian comrades, diving off a Mexican cliff, on the Piste in Chamonix France for a spot of slalom, and Sumo wrestling with 400 lbs of Japanese blubber — a sort of *Way of the Exploding Waistline*!

The St game is an enhanced version of the 64 version currently getting rave reviews in the Commodore mags. Maybe ST owners expect more?

Although *World Games* has its high points, it is to be hoped that the undoubtedly talented programmers at Epyx don't go the same way as the Ultimate group who languished in the doldrums of creative stagnancy for so long after having been at the top of the tree. Come of Epyx. Even Stallone gave up after *Rocky IV*!

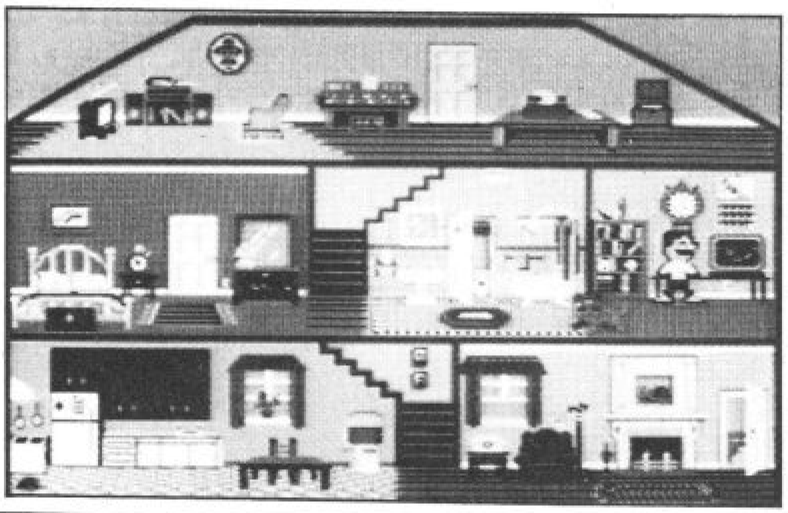
LITTLE COMPUTER PEOPLE



A year ago C+VG carried a world exclusive when they were the first to publish extracts from the diary of a Little Computer Person (LCP), living inside their Commodore 64. Since then LCPs have been discovered in a number of other machines including the Amiga and, now it seems, the ST.

For the uninitiated, LCPs were first discovered on June 1st 1985 by David Crane (of *Ghostbusters* fame) and a musician named Rich Gold.

Both had suspected the existence of something or someone in their computers after repeated and inexplicable glitches (that's bugs to you and I) continuously cropped up in their code. But it wasn't until a "House on a Disk" was designed by Crane that the first sightings were made.



Now YOU can buy a "House on a Disk" for your ST, and experience your very own 16-bit LCP. The package comes with a deed of ownership for your house, a 14 page glossy magazine covering such diverse subjects as LCP's voting rights and political leanings, and a guidebook full of tips on how to treat your little friend.

Compared with the Commodore original, the ST conversion of LCP is better in some areas but, surprisingly, it scores badly on animation and sound effects.

The graphics of the house are great. They've been redesigned to take advantage of the ST's superior graphical capabilities. With meticulous attention to detail, each room has been outfitted with every mod con an LCP could dream of, even the clock pendulum swings!

The house graphics represent a significant improvement over the C64 version, but the sprite animation and sound effects do not. In some cases they are worse than the original, a crime when you think of the increased power at the programmers' disposal.

In fact it is those tiny details like the spring in the LCP's step when he walks and the cute way he talks that are sadly missing from this version which could, indeed should, have been so much better where it mattered.

Instead he walks far too slowly with feet sliding on the floor just like a hundred other walking sprites and he sounds like he is talking through a comb covered with toilet paper!

Two other cute touches have been lost in the coversion; firstly the little fella's hands no longer play the piano in time with the music but randomly bob up and down like a bad mime artist.

Secondly, when my LCP (called Michael) wrote me a letter, I was saddened to see I was not to be treated to the sight and sound of his typewriter carriage moving along the paper and zooming back at the start of each new line.

Even though you can play a larger selection of games with your mini-chum who lives in a graphically impressive house, you may be better advised to look at LCP on the Commodore 64 rather than shell out £25 for the 16-bit version.

NEXT ISSUE: David Bishop will be reviewing yet more ST games, like the exciting Gauntlet clone from Epyx called *Rogue*. He'll also be taking a look at the long-awaited *Star Trek* game and the incredible *Cinemaware* products from Mindscape. All will be revealed in just 28 days.

MERCENARY

The long awaited ST version of this C64 hit has finally arrived in a new compendium edition, featuring both the original *Mercenary* and *The Second City*.

For those who didn't see or play Mercenary on an eight-bit Atari, 64 or Plus 4, the action takes place above, on, and under the major areas of habitation of the planet Trag, famous for its beautiful cities and underground complexes designed by the great architect Walton.

You are a solider of fortune who has crash-landed on Trag which has been ravaged by many years of war between its original inhabitants, the peace-loving Palyars and an alien race of robots known as the Mechanoids.

Your challenge is to escape the planet by buying another ship, bought with your ill-gotten gains.

The only thing you managed to salvage from the wreckage of your ship was Benson, your in-helmet, ninth generation PC.

Benson will give you information on your location, compass heading, altitudes, elevation and speed as well as act as a communications buffer with the various waring factions on Targ.

Benson's other major use is in providing an interpretation of your view of events in stunning 3D vectorgraphics allowing you to see inside and through normally solid objects . . . eat your heart out Superman!

The action starts as you come too by the remains of the Prestinium, your trusty intergalactic craft, which is beyond repair after the crash.

Luckily you have landed in Central City, which used to be one of Targ's main centres of population. Even more fortunate is that the Dominium Dart is standing not 50 feet away, and at 4,000 credits it's an absolute snip!

Flying around in your newly acquired Dart you can see the whole of Central City and, from less than 250 feet, can make out individual buildings which can, of course, be zapped out of existence.

Benson's controls provide you wth all the flight and navigational controls you will need while the vector graphic cockpit view it provides is as smooth as silk.

Eventually Benson will receive a message inviting you to come to the briefing room near the hanger at location 09 66. To get down to the hanger you have to land by a lift.

Having descended into one of the many underground complexes, it's time to leave the dart and do a little exploring.

As with flying, everything underground is seen in vector graphics from a first person perspective, giving you the impression of wandering in and out of rooms and down corridors.

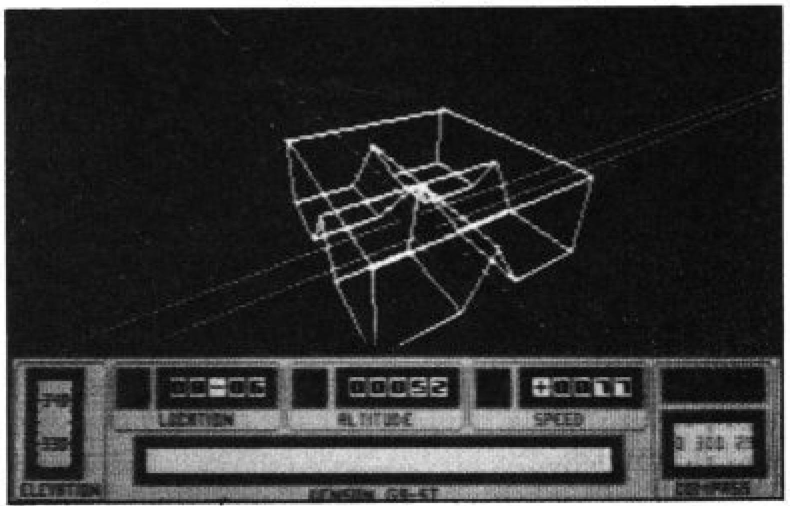
As you explore the complex you will find various objects some of which can be picked up and used such as sights, poweramp and keys.

You can also find objects that are of no use at all such as tables and chairs! Some objects, such as medical supplies and gold, can be sold for a tidy profit if you can only find a buyer.

When you find the briefing room you will be offered a mission, and, in true mercenary tradition, may wish to only accept lucrative contracts.

The beauty of this game, apart from the stunningly smooth vector graphics, is the element of strategy required to negotiate the diplomatic minefield you must necessarily create for yourself by accepting missions from both sides in the continuing war on Targ.

Complete with *The Second City*, which takes you to Targ's dust-covered southern hemisphere, and the Targ Survival Kit, in case you get too lost, *Mercenary* will be a high flyer amongst *ST* gamesters.



ART DIRECTOR

IT was only a matter of time before people started taking advantage of the ST's superior graphics to produce some really exciting graphics packages. One such program is Mirrorsoft's *Art Director*, programmed by the Caesar Studio in Budapest.

Art Director is a connisseur's art program which will appeal to all arty types as well as aspiring masters! Surprisingly, *Art Director* has most of the features of the very excellent *Deluxe Paint (see C+VG August 86)* which runs on the graphically more advanced Amiga, and although slower in the processing department, *Art Director* compares very favourably to the latter.

It has all the features common to most art programs such as fill, airbrush, erase, zoom, draw, geometrical shapes etc. But this package really comes into its own when you look at the way a brush, cut from the screen, can be bent, stretched, distorted, flipped, enlarged, and even made to look as if it was being reflected off the inside or outside of a sphere or cylinder.

Once *Art Director* is loaded you are presented with a Toolbox from which many of the more commonly needed functions can be accessed.

The Toolbox can also be moved or removed if inconveniently placed. As with most ST art programs *Art Director* uses the Atari's low resolution colour mode allowing for 16 colours on a 320x200 screen.

Each screen can have up to eight palettes of 16 colours, and the program can be made to cycle through these to spectacular effect.

Each colour is chosen from a total of 512 and is created by giving different values to its red, green, and blue components.

Those functions not accessible from the Toolbox can be accessed from the pull-down menus in the two status bars at the tope of the screen as with any normal Gem application.

There are a number of pictures on the two disk set as well as a selection of ready made fonts that can be used for placing text directly on the screen. This is invaluable for certain applications where words form an integral part of a screen design.

Amongst the many innovative features in *Art Director* is the window which allows you to perform specific graphical operations (such as fill and change colour) inside the window leaving the rest of the screen unaffected.

Not only does this make the window moderated functions more flexible but it also cuts down on the time spent waiting for the computer to perform those functions as it need only concern itself with a smaller area of the screen.

Art Director provides you with two pages on which to paint or draw. It is normally advisable to use one as a scratch pad and the other for your main picture.

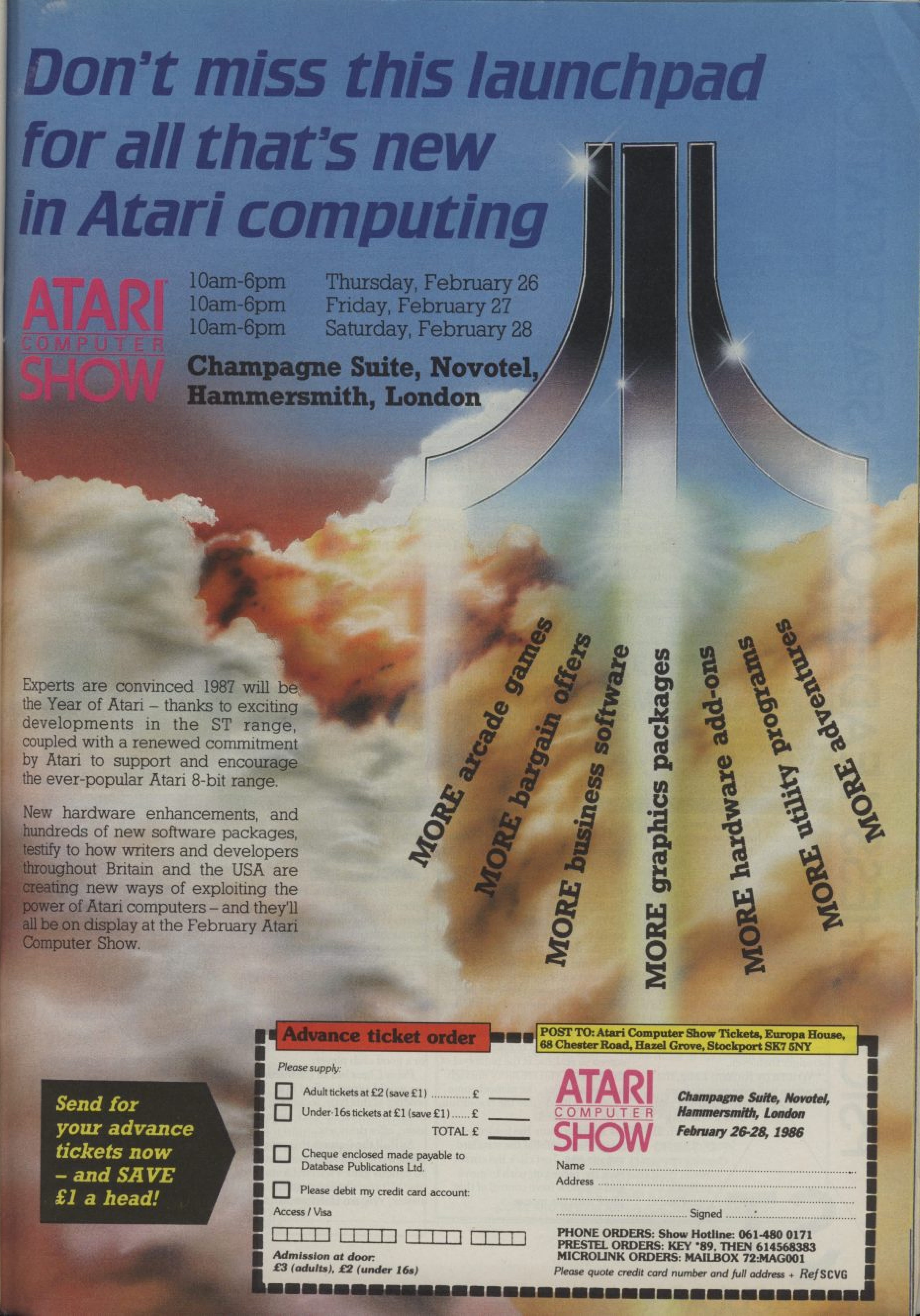


But, you can also use both pages for a double-size picture where one page fits exactly on top of the other.

Using the Print Pages function you can make a hard copy of the two pages combined into one A4 shaped print-out.

Although there are certain aspects of the user interface in *Art Director* that could have been a more friendly, the program's wealth of powerful and useful features makes its one of the best graphics packages yet seen for the ST.





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SPACE STATION

There are very few platform games yet available for the ST — which is strange when you think how many have been released for eight bit machnes. In fact, apart from a terrible version of *Donkey Kong* called *Monkey Business* from The Other Valley Software, *Space Station* may be the first of its kind to be launched in the UK.

Although this game breaks no new ground in terms of game design or features, it is fun to play and there is just enough variation in each of the 100 plus locations to keep you coming back for more.

You are Callum MacGregor, Chief Inspector of the Federation's Space Stations. You have been sent to investigate strange goings-on on Alpha3. Getting no response and being perilously low on fuel you beam aboard only to find (yes — got it in one!) the station has been completely taken over by aliens.

Your only means of escape is by collecting enough Lithium crystals (conveniently scattered about the station) to refuel your ship — I told you to carry a spare gallon in the boot!

Before leaving you must also activate the station's self-destruct mechanism using a security disk, hidden in some inaccessible corner of Alpha 3.

Apart from a small status area at the bottom of the screen, the rest of the display shows a side view of your current location with exits indicated by shimmering blue arrows. Part of the game must be completed on foot, although you can jump short distances. The rest of the station can be more easily explored using any one of a number of jetpacks you may find.

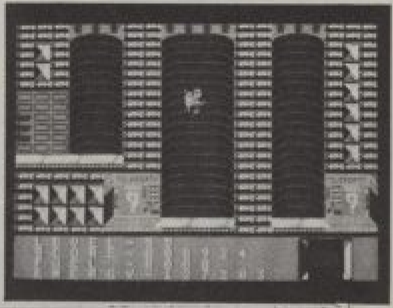
Apart from the crystals there are ammunition boxes, each of which contains four bullets for your gun. You can shoot anything that moves which basically means aliens, most of which look like designer robots, although one particular species bears an uncanny resemblance to the common seagull!

The platforms are littered with detonators which blast you up to the level above, using up vital energy in the process. Detonators can be jumped over, but this requires accurate joystick control. You often find yourself making unplanned leaps to the platform above which can be a nuisance if there's no way to drop down again.

There are also spikes and automatic guns in many rooms, which sap yur energy, as do the aliens when touched. In fact, as you get deeper into *Space Station*, it becomes increasingly obvious that guarding against excessive energy loss is the key to success.

This is one of five ST games available from Eidersoft all of which feature Midi compatible sound-tracks, although, one has to say, the music in *Space Station* is decidedly unremarkable!

The graphics are pleasing without being anything to write home about but each screen is "busy" enough to maintain interest and you could find this game grabbing you when you're not looking and not letting go until you've mastered it.



LEADERBOARD

1986 was definitely the year of the golf computer game with Ariolasoft's *Golf Construction Set* closely followed by US Gold's *Leaderboard*, launched on the C64 and subsequently converted to the Amstrad and even the Spectrum.

Now *Leaderboard* is available for all Golf freaks who own an Atari ST. Without the handicap of eight bit technology, Bruce and Roger Carver (*Beachead I* & *II* and *Raid over Moscow*) have come a fair way to producing the definitive golf arcade game for the ST.

Unlike *Golf Construction Set*, *Leaderboard* is more of an arcade and less of a true golf simulation. But what it looses in authenticity it more than makes up for in ease of use, crisp well designed graphics and sheer enjoyment.

Up to four players can play a round at one, each selecting from pro, amateur, or novice level. A novice's ball will be unaffected by the wind and cannot be hooked wherear a mis-directed or mistimed shot by a pro will be punished.

There are four courses to choose from which are all substantially different from each other (unlike the Commodore version!) each offering its own set of challenges. Once all players names are entered and you have chosen how many holes are to be played, it's ff to the first tee.

The graphics of the course have been substantially improved over the C64 version, with the inclusion of bunkers and trees and the exclusion of all that water which surrounded every hole giving you the feeling of playing the first golf game after the great flood!

The players' 3D view always points towards the pin, which may well be too far away to see, or be obscured by trees. To help you work out what club to use you are told how many yards, feet or inches lie between your ball and the hole.

When you face a different direction the horizon changes to suit the new view which is drawn with all the speed the ST can muster. It's very fast!

Playing a shot is simplicity itself and allows advanced players to face or draw the ball around any offending trees that may be in the way.

Having selected aim and club you press the left hand button and release when the strength meter rises to the level you want.

Then click a second time to determine the level of face or draw to put on the ball; this can be tricky and requires some practice, which can be had on the programs thoughtfully provided driving range, where yo can hook and slice to your heart's content.

At the end of each hole the 'leaderboard' is displayed giving an up to date summary of everyone's performances so far in the round.

The animation of the golfer is smooth and lifelike, even if there is a little flickering by his feet.

Leaderboard is a very playable golf game which should appeal to anybody remotely interested in the game, whether they have actually been bitten by the bug or prefer the armchair approach listening to Peter Allis' dulcet tones on the box.



PSION CHESS

It's not often Psion release a game for any machine, let alone the ST, so when they do one expects something a little special. *Psion Chess* does not disappoirtt!

Psion were the first company to release a chess game with 3D graphics when they launched QL chess to astonished gasps from every quarter of the industry. Unfortunately, as it turned out, Sir Clive's baby didn't do too well so a masterful piece of programming was enjoyed by precious few.

But you can't keep a good game down and *Psion Chess* has resurfaced on the ST, faster and stronger than ever.

Written by Richard Lang, the program will give anyone from novice to strong club player a cracking game, and with 28 levels of play to choose from you should be able to find a standard to suit you.

There are two things about this program apart from its playing strength that make it stand out head and shoulders above the rest. The quality and clarity of the graphics and the ease of use.

Whether you play on the 3D board or elect to use the smaller 2D one, the design of the pieces in both colour and monochrome modes is clear and unlikely to lead to the confusion between different pieces sometimes encountered with lesser products.

In fact, playing in 3D mode, you quickly forget you're playing on a screen so realistic is the portrayal of the game. If you are lucky enough to have a choice, the monochrome version, with double the resolution, is recommended.

Once the game has loaded you are given control of the standard gem cursor. Just click the cursor over the piece you wish to move and you now have control of that piece with the mouse.

Having placed the piece on the desired square simply click a second time to complete the move.

When the computer makes a move the relevant piece is smoothly moved to its new square as if being pulled by a magnet from under the board. When you select a new game, each piece neatly slides on to its respective starting position ready for battle to begin.

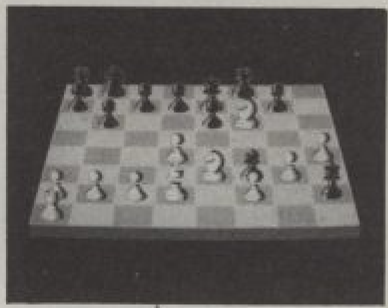
Even at the default playing level of 15 seconds per move Chess will give all but the Club players a resonable game. At 30 seconds or 1 minute per move the computer becomes a worthy opponent, even for a good club player.

Psion Chess has all the features one would expect to find in a product of this type, including clocks, board set up, take back move, offer draw, etc.

As if all the features this program offers weren't enough there are also 50 famous games selected from the past 150 years by international master, William Hartston, who has also written a short companion to the games he has chosen.

This is where the package could have been better. The beauty and subtlety of some of the moves in these games may be lost on many people who would have benefited greatly from a fuller commentary on each game, highlighting specific moves and explaining why they were made.

This niggle aside, *Psion Chess* is arguably the strongest and definitely the most friendly chess program around at the moment and is highly recommended.





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In The Archers – The Computer Game you're the script editor on BBC Radio 4's long-running serial. Your decisions affect life in Ambridge — and your listening figures... watch out for memos from Controller Radio 4! A clever and amusing illustrated text game by the utterly brilliant Level 9 team.
Twice Shy
Based on the best-selling Dick Francis thriller, this illustrated text adventure plunges you into the seamy side of the horse-racing world. The RamJam Corporation (ingenious things!) have written two games for the price of one: the racing simulation can be played independently and as a vital part of the adventure itself.
Dominic
MEMO
Olly
I'm having creative block this week. Use the packshot — it's got horses on it
Col
MEMO
Olly
Why don't we shoot Eddie Grundy and Jack Woolley feeding a blown-up packshot to some sheep? Don't forget the Beeb wants us to say 'By arrangement with the BBC' somewhere.
Col
WE MUST MAKE THE CONSUMER AN ALLY, NOT A 'TARGET'
so please buy The Archers listeners
and put your money on the favourite, Twice Shy
DICK FRANCIS
TWICE SHY
THE ARCHERS
MOSAIC PUBLISHING
THE ARCHERS Witty, entertaining and programmed by Level 9.
TWICE SHY Dangerous action adventure — a new RamJam classic.
Available for Spectrum, Commodore and Amstrad (The Archers also for Atari and MSX).
Cassettes £9.95. Disk versions coming soon.

OVER THE NEXT FEW MONTHS YOUR LOCAL ARCADE IS LIKELY TO SEE THE ARRIVAL OF SOME EXCELLENT NEW DRIVING GAMES. THIS ISSUE CLARE EDGELEY BRINGS YOU A PREVIEW OF WHAT YOU CAN EXPECT.

A new breed of racing simulations made their debut at the recent *Preview '87* the show where coin-op manufacturers show off their best products for 1987.

Without a doubt, *Konami* came out the winner with its superb game, *WEC Le Mans 24*.

And *Sega* seems to go from strength to strength. The company had two spectacular games at the show — *Out Run* and *Enduro Racer*.

Out Run is a road race of sorts — the type where you have to travel a certain distance and beat the clock before making it to the next stage. If you've seen the film *Cannonball Run* you'll know what I mean. Instead of Formula One or rally cars' you're in control of big, red, flashy Ferrari — complete with a blonde in the passenger seat!

Enduro Racer gets you astride a big Enduro bike, doing wheelies, leaping and dodging a haphazard assortment of obstacles.

Lastly, *Nintendo's* machine *VS Slalom* caught my eye. You could hardly miss it. Stuck to the bottom of the cabinet are a pair of skis, complete with ski poles, which you use to steer your racer as he slaloms down various mountain runs!

Other excellent games were *Dangar*, a deceptively difficult shoot 'em up, *Championship Sprint* which is the follow on from *Super Sprint, Gauntlet II* and *PlayChoice-10* from *Nintendo*. This last game is interesting — it's the first coin-op *compilation* I've seen. It should be very successful too and needless to say it includes several very popular titles including *Super Mario Bros, Hogan's Alley, Tennis* and *Baseball*.

We've already taken a look at some of the games presented at the show. *Rampage*, a wonderfully mad game where you play either a monster, wolf, lizard or gorilla.

Having chosen your character you then, with two other players, proceed to demolish whole towns and cities by punching the skyscrapers to bits. Brilliant fun.

Arkanoid is a pretty basic game which is very addictive. It's based on that golden oldie, *Breakout*, though this version has several refinements. *Bubble Bobble* is a fast moving platform game which involves you leaping around killing a myriad of nasties.

● OUT RUN

Sega's *Out Run* is a different ball game altogether. It's a racing simulation of sorts, but only in the sense that you've got to beat a time limit to move onto each new stage. The race itself is against the rest of the traffic on America's highways —VW Beetles, saloon cars, lorries and the like. But you've got the edge. You're in a bright red and very fast Ferrari.

It's a bit difficult to handle too, as the slightest twitch of the wheel sends the car sliding all over the place. And as it slides the hydraulics take over. The car tilts and slithers from side to side to simulate your movements. Switch lanes quickly from left to right and the car does likewise. It's great.



What's so unusual about this game is the view from the car. You usually view the screen a fair distance above the horizon. In this case you get a Ferrari driver's impression of what lies ahead. You're so low to the ground that you can't see into the distance.

It's quite hairy racing over the crest of a hill as you don't know what lies ahead, and especially whether any of the maniac Beetle drivers are lying in your path.

The layout of the course is different too. Unlike *Le Mans* where you can only travel down one course, *Out Run* is constructed so that you could finish the game by travelling several different routes. A really good idea this, as it gives the game far more variety and should keep you playing longer.

The route consists of huge multi-lane highways which can range from three to six lanes in all. Travelling down them is a healthy volume of traffic which tends to get in the way.

In particular, the drivers of the Beetles seem to take great delight in switching lanes into your path and generally causing havoc.

You end up driving like an idiot and, more than likely, you'll finish up in a ditch.

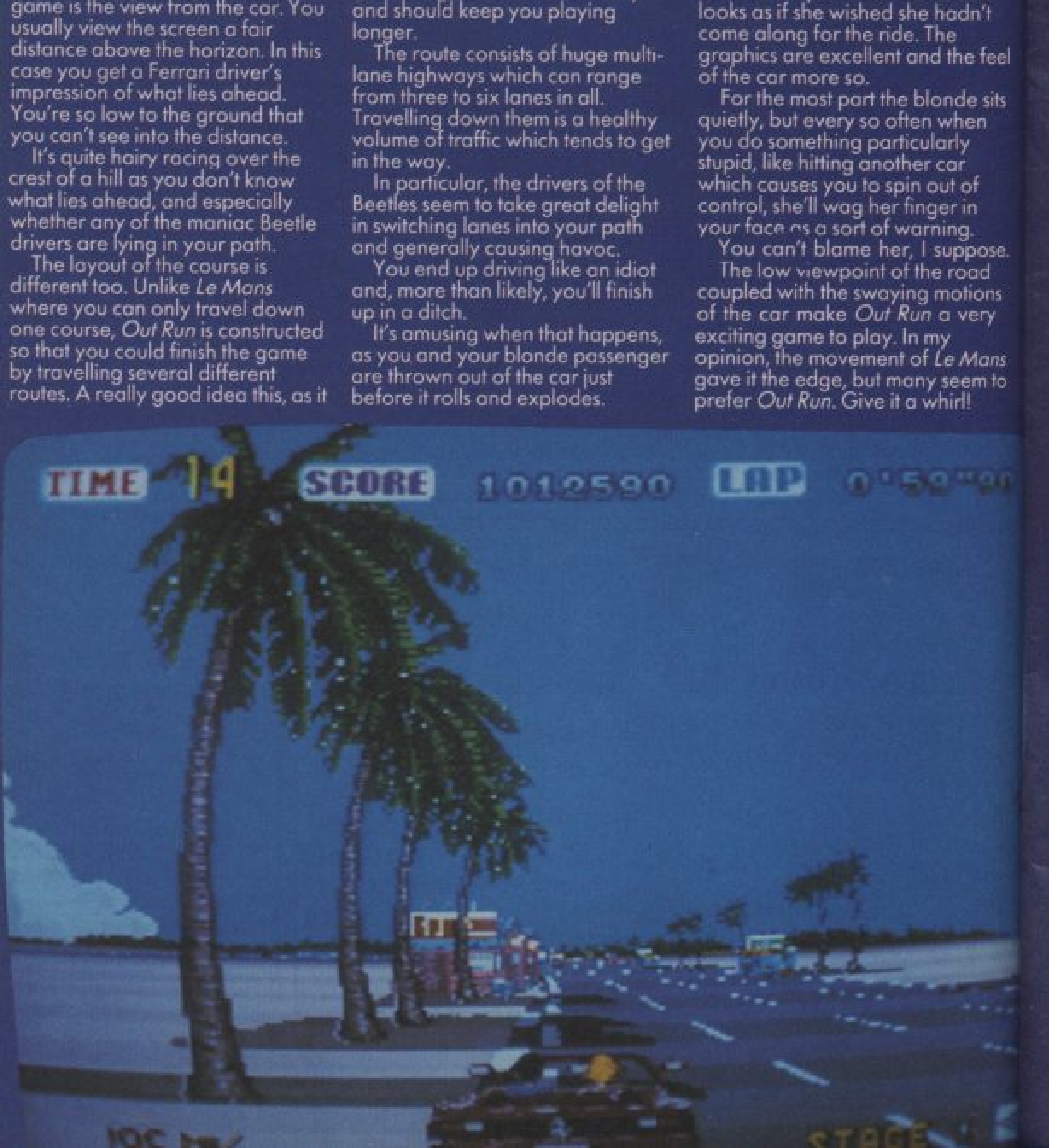
It's amusing when that happens, as you and your blonde passenger are thrown out of the car just before it rolls and explodes.

It's at this point that the blonde looks as if she wished she hadn't come along for the ride. The graphics are excellent and the feel of the car more so.

For the most part the blonde sits quietly, but every so often when you do something particularly stupid, like hitting another car which causes you to spin out of control, she'll wag her finger in your face as a sort of warning.

You can't blame her, I suppose.

The low viewpoint of the road coupled with the swaying motions of the car make *Out Run* a very exciting game to play. In my opinion, the movement of *Le Mans* gave it the edge, but many seem to prefer *Out Run*. Give it a whirl!







● WEC LE MANS

My favourite at the show was *Le Mans*. I haven't played such an exhilerating game for months. It's main feature, aside from being a fast and realistic racing simulation, is the movement system which is totally different from the up and down, side to side, hydraulic movement patterns we've grown used to.

Le Mans has a sports racing car-cockpit which sits on a circular motorised turntable. As you rocket round bends on the track, so the car spins in that direction. You end up being hurled from one side of the car to the other as it spins first clockwise, then anti-clockwise. I've NEVER been in anything like it!

The "car" is a squashed up version of a Porsche Le Mans racer. It's got a front end, a back end but not much middle. However, there's enough room for a tall six-footer to slide into the bucket seat and take the controls.

Unlike many games of this sort where more care is taken simulating reality on the screen than on the design of the cabinet, *Le Mans* caters for both.

After climbing into the car, experiencing your first spin, you'd think there'd be no more surprises.

Wrong. If you're daft enough to drive onto the kerb or grass verge, the mean machine starts jolting as it simulates the bumpy ground. Very soon the steering wheel judders in your hand and the car starts to slip and slide as you fight for control. It's fantastic!

As in the real race, *Le Mans* is made up of several stages, and you'll have to drive throught the night as well. The idea is to get to each new stage in a set time limit. If you succeed you'll be able to carry on with this fascinating race. If not, you'll end up back at the beginning.

You'll be racing other cars through many different landscapes — these change with each stage of the game. Watch out for the rows of poplar trees which line many parts of the route.

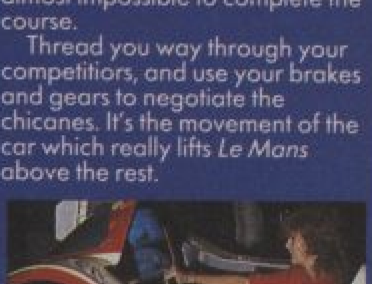
If you skid out of control into them, the car will blow up. When they're not there you've at least got a chance to get back onto the road.

The graphics are stunning, as lifelike as possible. You can see the back of your car as it races round the track and every so often, you'll catch a glimpse of the turbo flashing flame when you accelerate.

The first stage is relatively easy to get through. There aren't that many cars on the road and the chicanes are easily negotiated.

Further levels present difficulty though, and you'll have to gain quite a bit of experience to get round in one piece, let alone within the time limit. As you get further into the game you'll encounter more cars and progressively trickier bends so that it seems almost impossible to complete the course.

Thread you way through your competitiors, and use your brakes and gears to negotiate the chicanes. It's the movement of the car which really lifts *Le Mans* above the rest.



● VS SLALOM

It won't matter if you've never been skiing before, Nintendo's latest simulation will give you a taste for the real thing.

VS Slalom is really unusual. After all, it's not often you see a set of skis attached to an arcade game. They're stunted — only about two feet long — but they act like the real things.

Put your pressure on the left ski and the slalom racer on the screen whizzes off to the left, put pressure on the right and he turns.

You'll find yourself going into the classic crouched, knees bent position automatically. It might look a bit odd to spectators but they all end up doing the same.

There are a couple of ski poles too which aid your balance. These lead from the ground, through the cabinet and end up as ski pole shaped joysticks.

So there you have it. Knees bent crouching before an arcade machine and gripping the ski poles for dear life.

If you push the ski poles forward, your screen figure goes faster, pull back and he'll slow to a halt.

There are a number of runs ranging from red to black — beginners to experienced — and you can choose the one you want to attempt at the beginning when a map of the mountain range flashes up on screen.

The idea is to slalom down each run in as fast a time as possible to qualify and move onto the next stage of the competition. Objects to avoid range from snowmen, Christmas trees and other skiers.

You'll encounter other skiers alone or in pairs, but the other obstacles will often be arranged in formation, blocking off the easiest line to the next set of poles.

Just as in a real slalom race, you have to ski from one side of the run to the other, passing between poles to avoid gaining any faults.

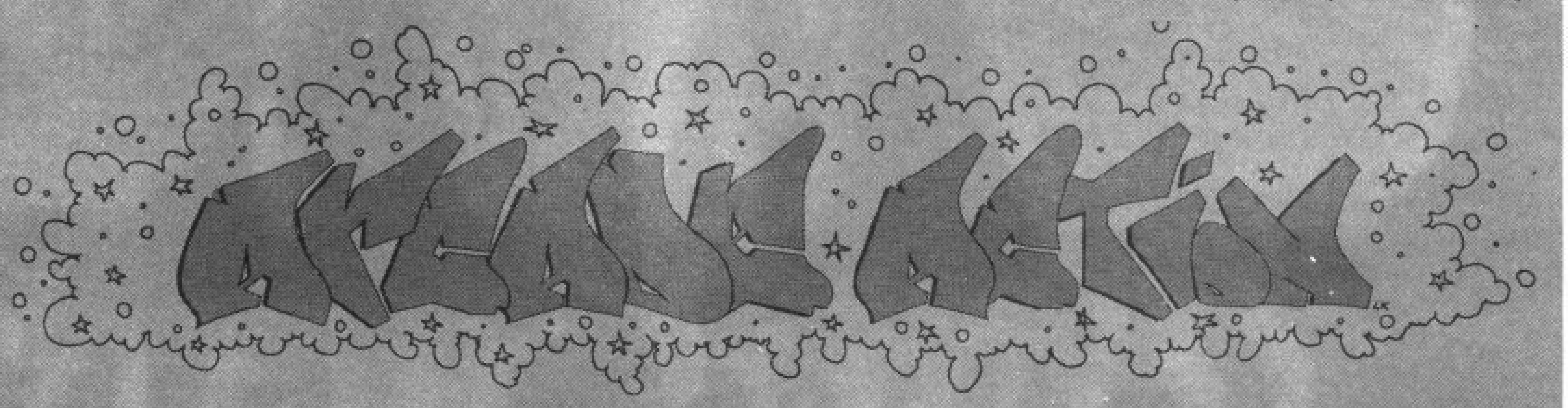
When you get onto the steeper and harder runs, you'll notice the poles will be placed at shorter distances to each other. That calls for some nifty skiing with very tight turns.

VS Slalom is simple to play but it doesn't have a lot of staying power. The innovative idea of the skis and ski poles make the game.

Without them, *Slalom* would be a playable, but just above average in the addictive stakes.







Just how good are you on your favourite game? Just think! Wouldn't you like to know whether you're king of the joysticks? Well here's your chance. Flick your eye down the following list and let us know if you could do better, or if you've got high scores on games we haven't even mentioned. The newer the game the better, but keep sending in your scores for all those golden oldies.

HALL OF FAME

Salamander	527,000	**Neil Coggins**, Liverpool
Gauntlet	5,187,288	**Paul Sharp**, Cleethorpes, S. Humberside
Space Harrier	21,208,400	**D Murray**, Tooting, SW17
Ghosts 'n' Goblins	769,200	**Gavin Davies**, Swansea
Nemesis	495,870	**Gavin Davies**, Swansea
1942	11,696,790	**G.D.N.**
Iron Horse	356,900	**Neil Bloe**, Downham, Essex
Choplifter	1,328,056	**Stuard Dixon**, Oxon
Express Raider	720,100	**Stuard Dixon**, Oxon
Road Runner	1,800,000	**Peter Huesken**, Holland
Marble Madness	170,100	**Adam Mastromarino,** Bristol
Ikari Warriors	1,342,000	**Romando Lindhout** Holland
Commando	869,500	**Gareth Green**, Lancashire
10 Yard Flight	480,050	**Brett Caines**, Bristol
Bomb Jack	4,105,020	**Adam Mastromarino,** Bristol

GAUNTLET TIPS

Now for some tips for all you Gauntlet freaks. These come from Gary Spencer who lives on the Isle of Wight.

When you first play Gauntlet you begin with 800 health points, these decrease one every second, and between 2-30 everytime you hit something. However, your health points increase every time you eat some food.

You can choose to play one of four characters — Warrior, Valkyrie, Wizard and Elf. Choose the Wizard when you first start playing, but when you reach level 50 change to the Elf as he collects all the magic potions.

The first seven sheets are always the same on each new game. From sheet eight onwards, order is random and there are about 40 different screen layouts.

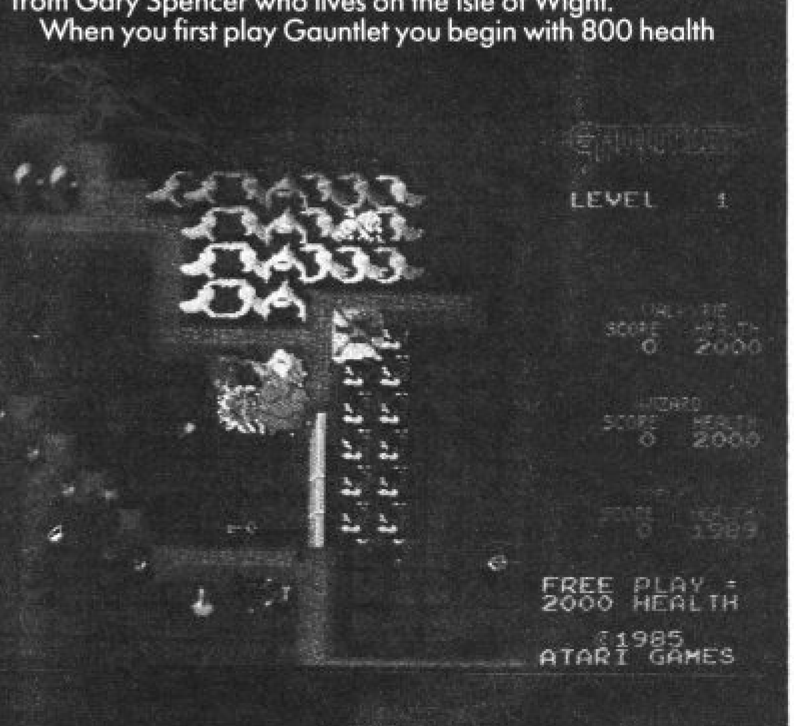
To play the game successfully learn the layouts, when to potion, where the potions are, where the food is and the quickest route to the exist on each sheet.

If you wait on any sheet, you'll lose about 180 health points but the walls will all turn into exits.

Very handy on harder levels. While you're waiting don't move or shoot anything as it then takes longer for the exits to appear.

After level seven, magic potions which give you extra magic power appear on every three sheets. Collect this until you have all six. You are then almost invincible.

However, after level 50 a thief appears on every sheet and if he touches you he takes one of your magic potions. If you then shoot him he gives you back a normal potion. Always shoot him before he gets you.



10 YARD FIGHT BUG

For those keen on American football and, in particular *10 Yard Fight*, Tim McSmythurs from Folkestone in Kent reckons he's found a bug.

"After scoring a touchdown you're given the choice of either kicking the ball or running. If, after the snap, you move the ball carrier diagonally backwards to the left for a couple of paces, then straight left, the opponent's players chase after you.

"Then a blocker suddenly appears on your side and blocks two or three of your opponent's players, leaving you to go forwards for a touchdown."

Thanks for the tip, Tim, and if anyone else has found a bug, has some useful tips or reached new dizzy heights in the high score stakes, why not write in. Read the story below for details.

SEND US YOUR SCORES — AND TIPS

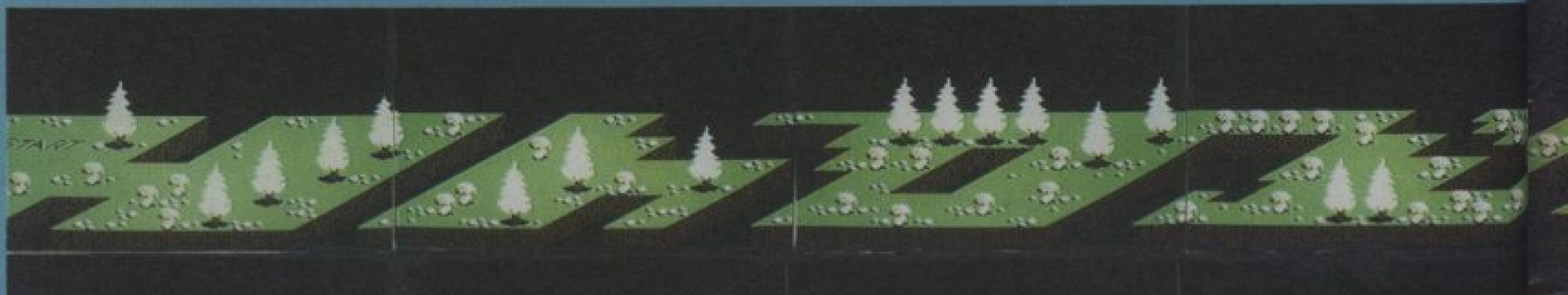
If you've found a bug in an arcade game, or scored a mega-score, or even if you've got some tips for fellow arcade games players why not write in and tell everyone about it. C+VG is the ONLY games magazine to bring you a monthly rundown of what's happening in the arcades so you'll be reaching a BIG audience. So if you want to see your name up in lights write to Clare Edgeley, c/o Arcade Action, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. And if you've got a favourite arcade where you play all the latest games why not let us know about that, too. Tell us why you like it so much and what games you play. You never know we might give it a mention as well . . .



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THE FINEST FROM THE BEST
The Hit SQUAD

Fungus grows on you. Just ask C+VG's deputy editor Paul Boughton! It's the budget game created by Swedish programmer Karl Hornell — who wrote the music AND drew the picture on the cassette cover. Fungus is the name of the hero. He likes mushrooms. And his main aim in life is to eat as many as he can cram down in one sitting. This is where our map comes in. We hope it will help YOU help Fungus make sure there isn't a mushroom left inside his space suit. Old jokes are always the best.





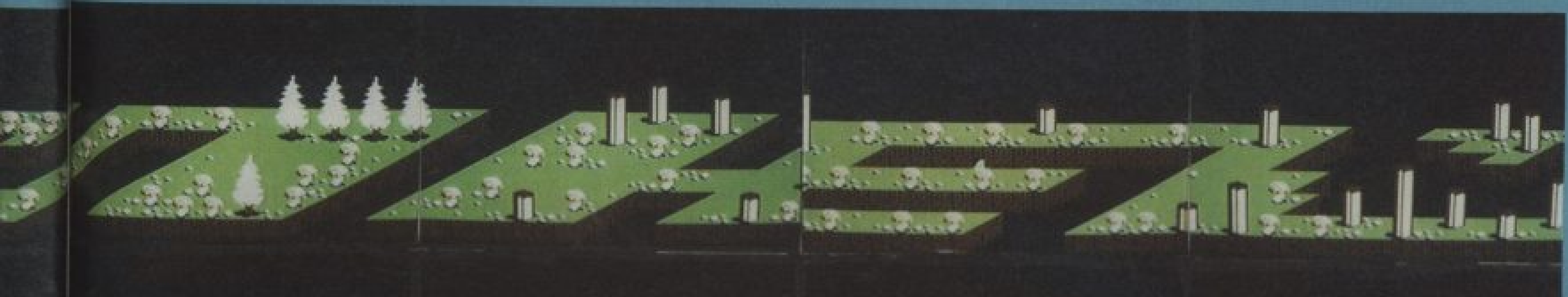




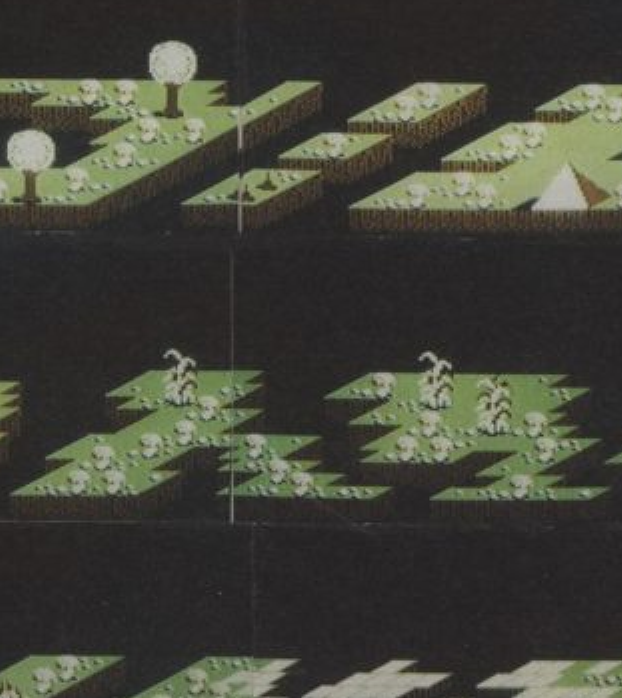
Fungus inhabits a three dimensional world, where islands are suspended in space. In order to help Fungus eat as many of the Great White Mushrooms as he can, you must leap the chasms that divide the islands and beat off the attacking nasties. It isn't easy — but it's fun! Check out the map to spot all the pitfalls and then enter the competition. You could win your very own mushroom island!

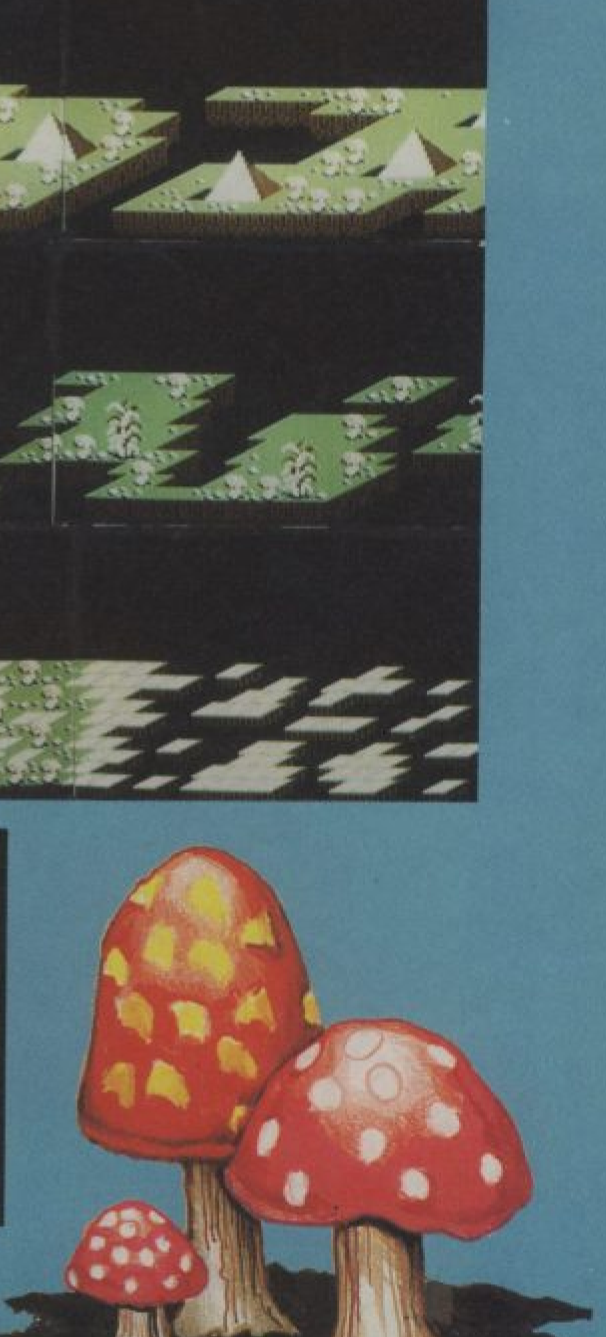
ATTACK WAVES
1. Birds — they fly FAST!
2. Bees — watch for the sting in the tail.
3. Bouncing bombs — they spin too!
4. Daleks — they shoot laser beams

COLOUR CODED HAZARDS
Green — pine forest
Yellow — pyramids
Red — more trees!
Blue — deciduous trees
Desert — cacti



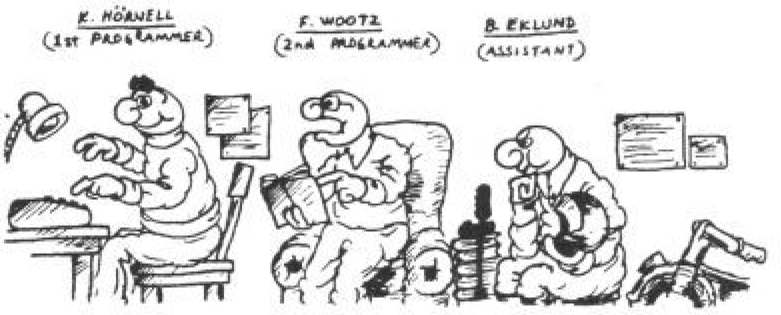






KARL HORNELL

- Place and date of birth: Sweden
- Home: Ursala, Sweden.
- Age: 16
- Games programmed: *Fruity, Ronald, Velocepede I and 2, Clean Up Time, Melon Mania* (coming soon!)
- Computers owned: C64, Atari 520ST
- How did you first get interested in computers?: From friends and at school.
- Favourite game: *Super Pipeline II*
- Favourite programmer: Jeff Minter. Because of his original ideas.
- Pet hate: C64 Basic!
- Future plans: To write a blockbusting Atari ST game! And to become an artist. . .
- Outside interests: Drawing cartoons!
- What are the top selling computer mags in Sweden?: C+VG (naturally), *Commodore User.*
- Favourite food: Hamburgers.
- Favourite drink: Pepsi.
- Favourite TV progs: Anything English or American.

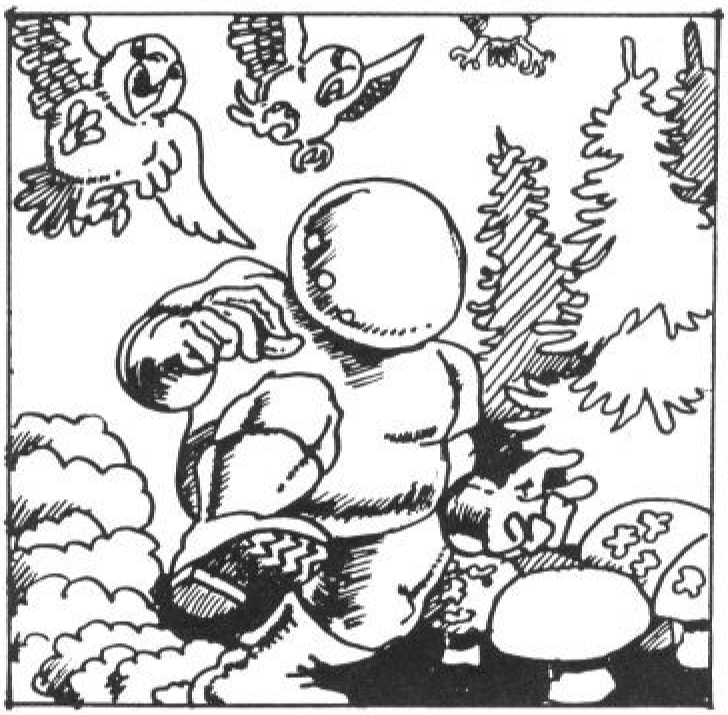


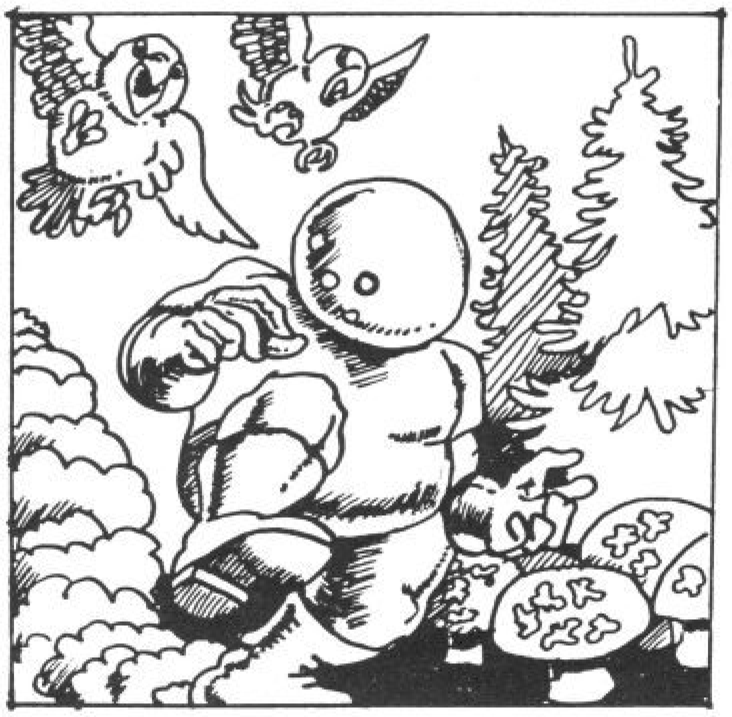
C+VG COMPETITION 7



WIN YOUR OWN FUNGUS ISLAND!

Thanks to the extremely generous people at **Players,** the people who unleashed *Fungus* on the world, we can offer the three first prize winners in our grand Fungus Competition their very own Mushroom Kits. Yes, you can grow your own Great White Mushrooms in the privacy of your own home. Be the envy of your friends. Have amazing breakfasts. Enjoy a special C+VG mixed grill! All you have to do is add water and the mushrooms will start poking their cute little heads through the peat in no time. Twenty runners-up will get an exclusive embroidered **Players** baseball hat. One size fits everyone. What do you have to do to win any one of these amazing prizes? Just spot the six differences in our two Fungus pictures. Simple as that. Once you've found the differences, ring them and send the pictures, together with the entry form, to *Computer and Video Games,* Fungus Grows On You Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is January 16th, normal C+VG rules apply and the Great White Mushroom's decision is final.





C+VG/PLAYERS FUNGUS COMPETITION

Name..

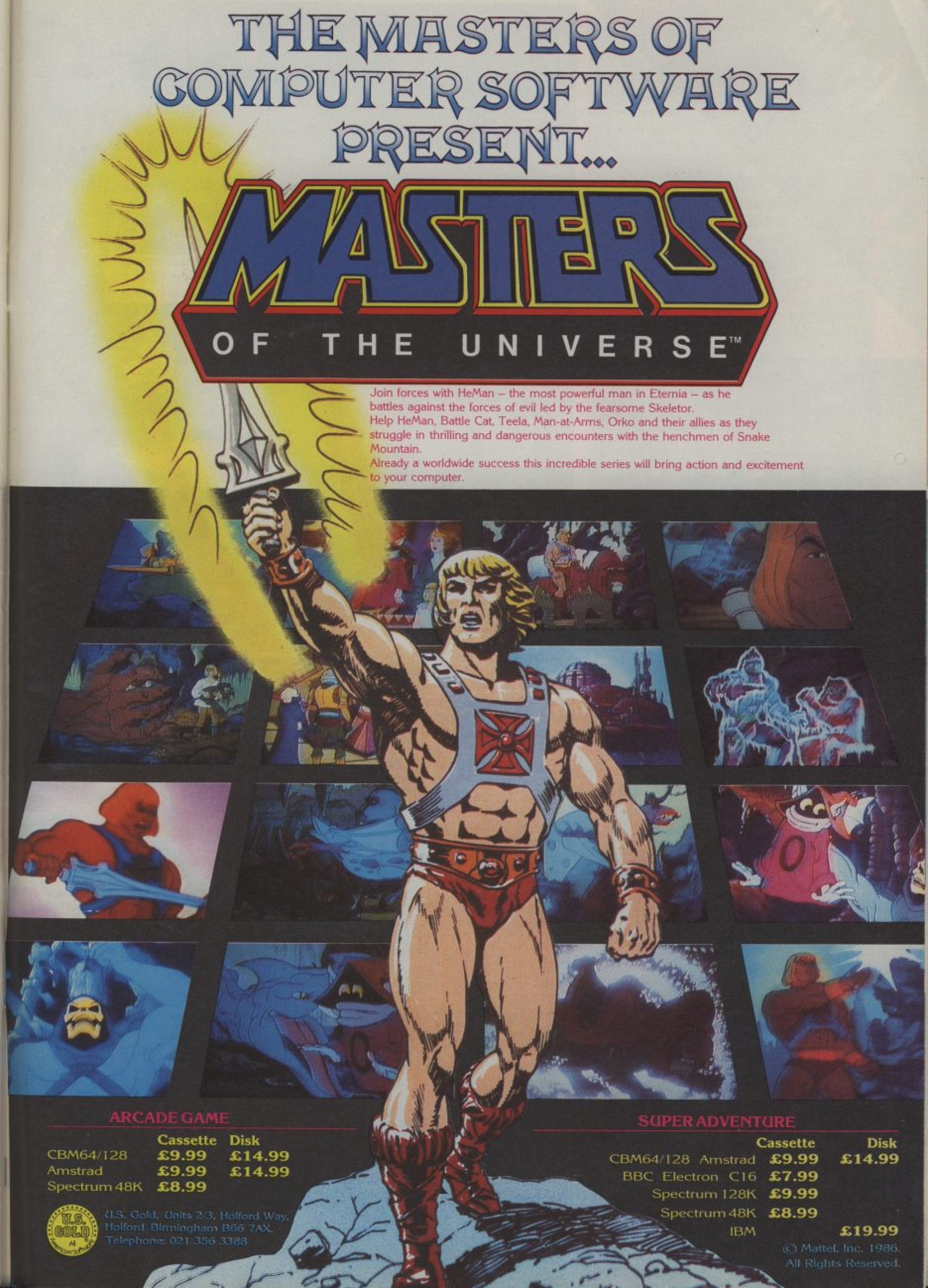
Address..

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I'd like to grow my own mushrooms because..

....

....



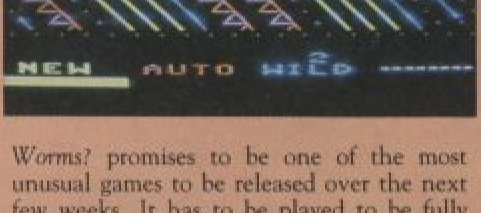
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C+VG STREET SEEN

They're hot. They're tasty. They're the latest and greatest games on the way to a computer near you. This time we turn the spotlight on Delta, the next stunning game from Thalamus who tell us that programmer Stavros Fasoulas has NEVER been near a Nemisis arcade machine — honest guv. We'll leave you to make your own minds up about that as you take sneak peeks at Knucklebusters, Dragons Lair II, Top Gun and more. Enjoy the future!



Sanxion's sensational programmer Stavros Fasoulas is hoping for another shoot 'em up smash with *Delta*, again for new software house, Thalamus. Get an eyeful of an early version of the game. Its got 64 levels with 248 alien attacks. As you pile up the points you can hit various icons to increase your speed and fire power. *Delta* should be out early in the New Year for £9.95 on cassette and £14.95 on disk.



Worms? promises to be one of the most unusual games to be released over the next few weeks. It has to be played to be fully understood. There are five coloured worms built into the program and the object is for them to capture territories by laying trails from dot to dot, each dot being the centre of a territory. Points go to the worm which lays the last trail in a territory. The types of worm are as follows: New (untrained), Auto (computer trained), Wild (a random mover) and Same (the worm which played a certain colour in a previous game is used again). Confused? So are we. *Worms?* has great music and will be released by CRL.

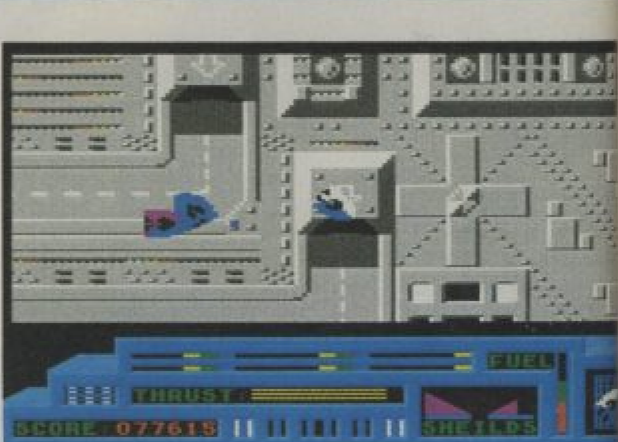
Dragon's Lair, Software Projects conversion of the ultra successful arcade game, leapt straight to the top of the software charts. Well SP are hoping to repeat that success with *Escape from Singe's Castle.* In other words, Dragon's Lair Part Two. If you played the first game — and managed to complete it — you'll know that Singe, the evil dragon, died at the hands of Dirk the dashing hero. Now Dirk must escape from the castle. He has eight tasks to complete — again based on different sections of the arcade game. These include shooting the rapids, riding magic horses, dodging boulders and fighting monsters. The first Dragon's Lair game was incredibly difficult to get into but judging from early versions of the second game it's much more playable. *Escape from Singe's Castle* will be available on the Commodore 64, Amstrad and Spectrum early in the New Year. Could there by Dragon's Lair Part Three on the way? The original arcade laser-disk game is certainly big enough to supply a few more plots. But perhaps the games-buying public will be a little tired of the format by then. Time will tell.

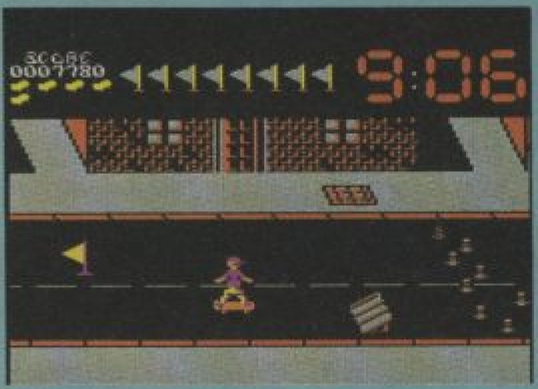


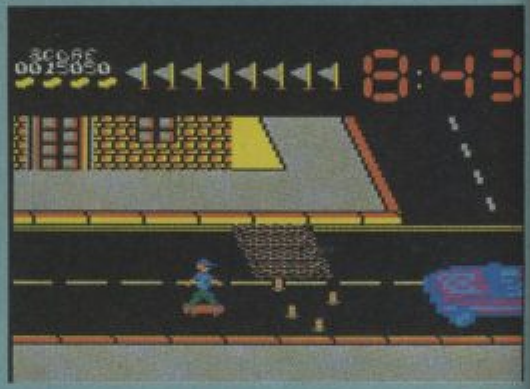




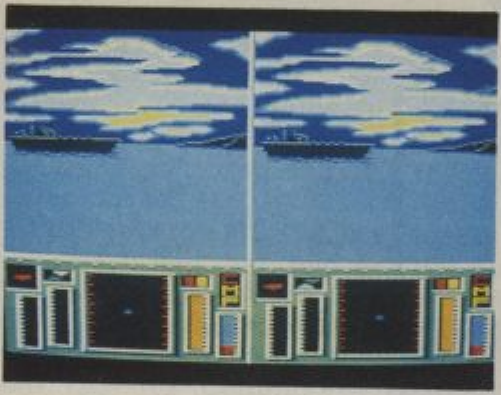
Death or Glory!? No it's not a war cry. It's the latest 64 offering from the oddballs at CRL. It may look like an *Uridium* clone but it isn't, Not quite, anyway. You zap about the universe in your tiny spaceship confronting absolutely ginormous alien spacecraft-carriers. The biggest you've ever seen on a 64 we're reliably informed. Instead of shooting everything in sight you have to bounce off things and crash into them. As much as your forcefields will allow anyway. Looks good. Will be available after Christmas. Can't wait . . .







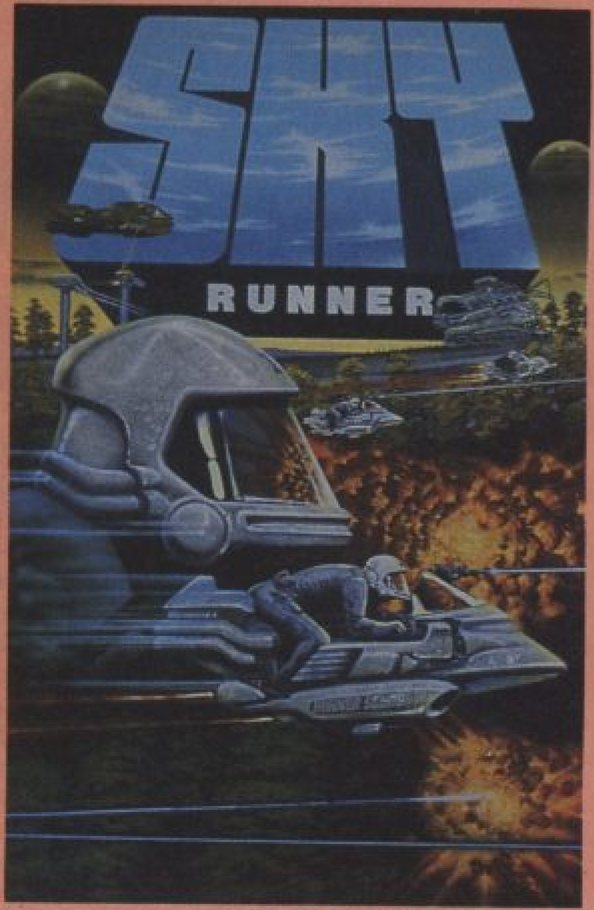
Who said skateboarding is dead? Certainly not Bubble Bus**. They've got a streetwise skateboard game on the way called** Skate Rock**. It's a true to life simulation of the sport which swept the country a couple of years ago and is making a bit of a comeback right now. The** Bubble Bus **computer version is immensely playable. You have to guide your skater down a street packed with hazards. There are other skate-boarders, punks, pedestrians, road works and so on. Jump ramps perform wheelies and other stunts and generally have a good time. The skateboarder is amazingly manoeuvrable and a well crucial tune drives the whole thing along nicely. Out soon on the 64. Play the game enter the C+VG competition!**

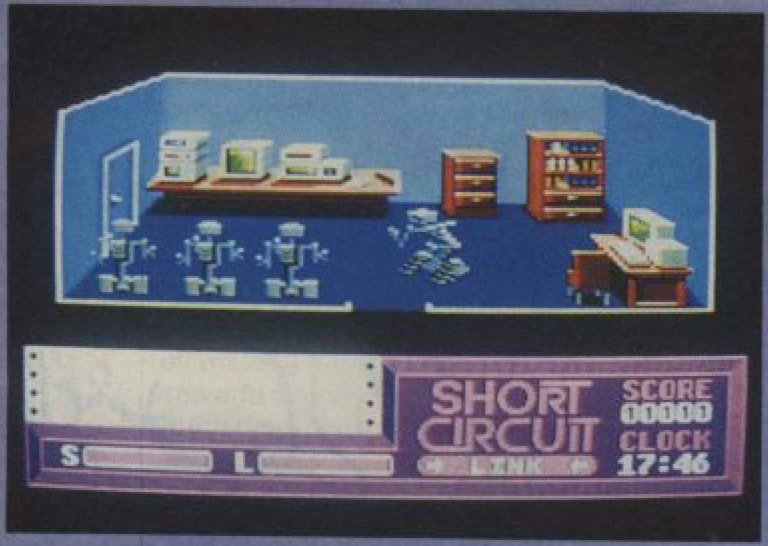


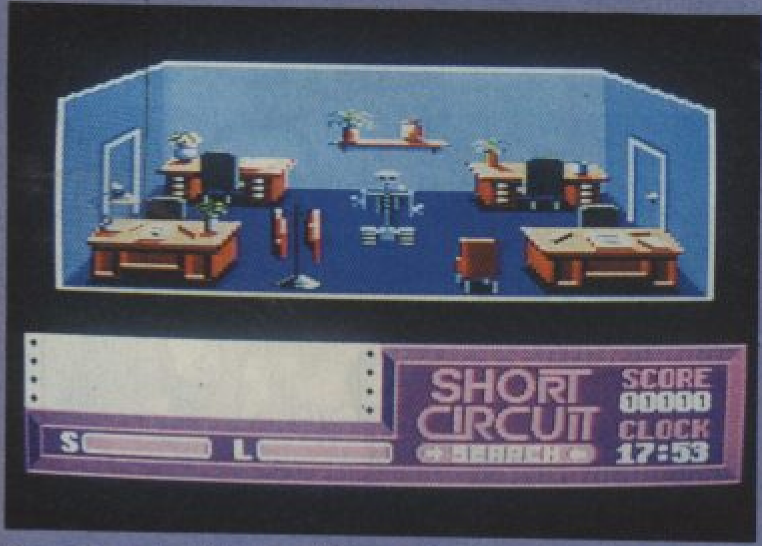
Top Gun, the number one film this Christmas, stars Tom Cruise, currently the number one screen heart-throb. Ocean has captured the licence for the game and, no doubt are hoping for the number one game. Time will tell but in the meantime here's a glimpse of what it looks like. The game will combine flight simulation with shoot 'em up elements as you learn to cope with flying an F16 Tomcat strike aircraft. It should be zooming your way on the Spectrum at £7.95 and £8.95 on the Commodore and Amstrad. We wonder if the F16 is armed with Cruise missiles?



It's the 24th Century and society has finally rejected hard drugs. Peace, freedom and equality are a possibility. But as mankind spreads throughout the galaxy it soon becomes clear that these hopes will remain just a dream. Instead the rich get richer and the poor get poorer — and angrier. Some governments start to introduce control drugs. It's called Sky and its production is big business. That's the controversial theme of Sky Runners, Cascade's new game from Ace programmer Ian Martin. Your mission is to terminate the drug harvesting. Sky Runners will be out on the Spectrum £9.95 and Commodore £9.95 cassette/£12.95 disk.







Ocean are hoping you'll blow a fuse over Short Circuit, their new release early in the New Year, based upon the science fiction film Short Circuit. At the moment the film is set for release after Christmas and deals with the exploits of Number Five, a military robot who has got his wires crossed and decided to be peaceful rather than follow the more warlike intentions he was made for. In the game, Number Five must escape from the military complex, by solving problems avoiding guards etc. Graphically it looks rather nice as these screen shots show. Short Circuit will be released on the Spectrum (£7.95) plus the Commodore 64 and Amstrad (£8.95).



Cartoon heroes He Man, Battle Cat, Teela, Man-at-Arms and Orko continue their eternal struggle against the evil Skeleton in Masters of the Universe from US Gold. This is the Commodore 64 version of the arcade game. There will also be an adventure game released about their exploits in the world of Eternia. Prices for the arcade version are Spectrum £8.99, Commodore 64 and Amstrad £9.99 cassette/£14.99 disk. The adventure will cost the same as the arcade game on the Commodore and Amstrad, £7.99 on the BBC, Electron and C16 and £19.99 on the IBM.



Wanna yer mouth packed full of knuckle, mate? Den check out the latest thump 'em and kick 'em offering from Melbourne House. It's called Knucklebusters. It's violent and it could damage your computer. And it'll cost you £9.95 cassette and £14.95 disk on the Commodore.

STREET SEEN C+VG

Mailbag

COMPUTER + VIDEO GAMES
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LONDON, EC1R 3AU

Errr . . . HELLO! It's me. Big Red! They've allowed me back to do the Mailbag pages again — as long as I don't touch anything. Did you like my sticker last issue. I thought it was rather fetching. Didn't like the place that B-Con stuck it though (*Get on with it! Ed*) Oh, errr all right . . .

● I am writing in response to an article you published in your November issue. It concerned micros past and present. Your treatment of the MSX stable of micros was unfair, unjust and biased.

Last Xmas MSX was the best selling micro — Toshiba alone sold 50,000 — True marketing strategy was not well thought out and they were initially overpriced. But once that was sorted they sold well.

In Europe they are very well supported — a fact you neglect to mention at all. *Vera Cruz, Mandragore, Inheritance* were all introduced for MSX from France and then converted to Spectrum etc.

You also do not state in your software reviews that games are available on MSX as you do for others like the Spectrum and Commodore. Games like *Super Cycle, Jewels of Darkness* and many others . . .

All reviewed as available in other formats but no mention of the MSX format, even though an advert you carried said they were.

You rave about the Commodore as the best games machine, yet MSX is as capable in the graphic department. As far as basic goes it is provided with better drawing instructions than either the Spectrum or Commodore. It can also be expanded to MSX 2 configuration and up to IBM RAM.

The only thing against the MSX appears to be magazines like yourself who refuse to acknowledge its ex-



istence. Yes, I know your excuse is "if the software house doesn't tell how do we know" oft used and oft paraphrased.

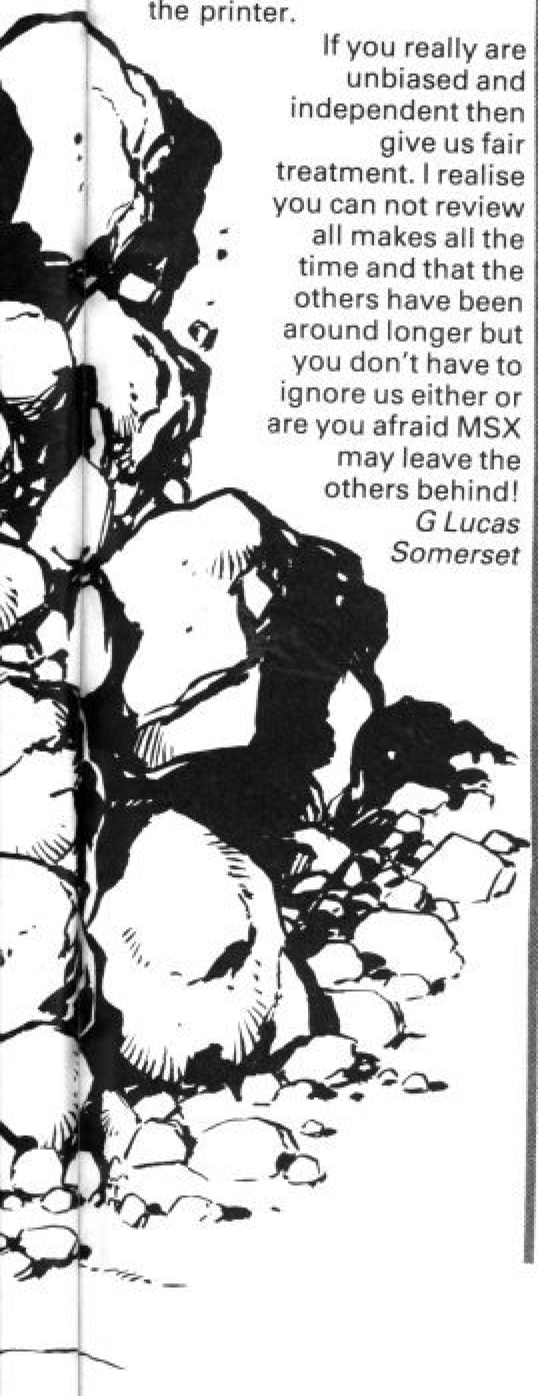
Problems the MSX stable may have had, but, bad or unusable basic (Atari) lack of upgrade facility (Spectrum, Commodore) bad disc facilities (Commodore) limited compatability confined to one make of accessories, or at best third parties.

The fact remains that MSX is not dead no matter what you may say even if you do try to give the impression that it is. There are hundreds of games available.

Not to mention business software etc. A lot of it in the form of cartridge.

The easiest way to use any software — a cartridge loads in 1-2 seconds and remains plugged in for fast access no need for disc or tape though these can all remain plugged in for file access and dumping to as the need arises as well as the printer.

If you really are unbiased and independent then give us fair treatment. I realise you can not review all makes all the time and that the others have been around longer but you don't have to ignore us either or are you afraid MSX may leave the others behind!
G Lucas
Somerset



● I always thought MSX stood for Many Small Explosions until I discovered Microsoft basic. MSX isn't dead — the Ed tells me — but it's hardly in the same league as the Spectrum or Commodore brigade. C+VG was about the only magazine to champion the cause of the MSX when it first hit the scene two years ago. One of our earlier issues carried a special MSX supplement — that was before all the specific MSX mags appeared. Maybe you missed it Mr Lucas? We'll be keeping a watchful eye on the MSX scene — and I think you'll find Tony Takoushi raving about Konami's MSX version of Nemesis on the back page.

● I am writing for two reasons. One to please Mr Williams, who says he likes arguments and also to complain about Mark Dowell's attitude towards the Spectrum and the Amstrad. I am the proud owner of an Amstrad CPC 464. I have had it for about two years after upgrading from a Spectrum.

Mark should be more careful when he criticises the graphics of the Amstrads, he obviously hasn't seen or played *Spindizzy* or Firebird's new game, *Druid*. I have not seen ONE Amstrad game where colour clashes have been visible. He also says that we would appreciate Commodre or Atari screen shots on Amstrad reviews, but I definitely would not. I like to see what sort of game I am buying and also I am sure there are more Amstrad and Spectrum users than there are Atari ST and Amiga users.

By the way. All this business about taking pictures from the screen by pointing an SLR camera at the monitor is prehistoric technology, if you don't mind me saying so.

My Dad works for a computer company that sells computer-graphic camera systems which take the RGB output from the computer and through a combination of red, green and blue filter wheels produces colour hard copy that would make the trick shots in *Star Wars* look like a soggy comic.
Howard Dunn,
Burton-on-Trent

● I keep telling Paul Boughton, C+VG's deputy editor, that he's using obsolete technology. But he refuses to stop using his box Brownie. He keeps muttering things about David Bailey never using a video camera. You just can't tell him anything. But we would like to see some of your dumps. Suppose there's no chance of a free sample. Eh Dad? Dad!

● I feel that the review of Dragon's Lair did not give any hint that it is impossible to get down the shaft, using the disc, at the start of play. I know of no-one who has managed to complete this part and I doubt if your reviewer managed it either.

If you use cheat games to help you review a game fully, then surely you should tell the readers that this is what you have done.

In my view — and I will be interested to hear other readers views on my letter — the playability of the game is nil. If you cannot even get past the first part, then the game is a waste of money.

Your reviews play a great part in deciding whether — or not — to buy a game and we should have been warned about the impossibility of playing *Dragon's Lair*.

Software Projects should either refund the money, or you should demand a poke to allow you to tell us how to get onto the next screen.

This brings me to another question that has been puzzling me for a long time — how do readers manage to discover/work out pokes. I am sure lots of other readers would be interestd in how this is achieved.
Anthony E Dixon
Walsall

● Yeah! A man after my own heart Anthony. I found *Dragon's Lair* quite unplayable too. But then I find most games unplayable — joysticks keep snapping off in my hands. As for discovering POKEs — perhaps there's a would be C+VG writer out there who would like to write in and tell us. Perhaps I could persuade the Ed to run a feature on it. . .

● That Robert Schifreen who wrote Five Years of Computing in your November issue really is a prat. In the *Micros Past* article he wrote that the C16, Plus/4 and MSX machines were out. This is obviously wrong. The machines should have been in the *Micros Present* column because all of them are very popular to this day. Companies like Elite, Mastertronic, Anirog and Imagine produce excellent games for the said machines. Even more peripeherals are being brought out for the machines by companies such as Konix and Spectravideo so there is no shortage of peripherals either. Most importantly the machines are very popular. There are around 350 pupils in our school and 140–150 have either a C16, Plus/4 or MSX.

Robert Schifreen obviously got his facts wrong. He probably had his head in the clouds over the past year. If he was awake, however, he would have noticed the rise of these machines.
Mark Storey
Sheffield

● OK, maybe Robert might have been a bit premature about the C16 — but will it still be as successful in '87 with the rise of the dedicated video games machines? He was accurate in his statement that the original launch of the MSX was a flop in the UK. Last Christmas the machines you mentioned were sold off really cheaply so it's pretty obvious why they sold well isn't it? Robert is as down to earth as the rest of the C+VG team — which isn't saying much. . .

● As one of the thousands of proud Atari owners in the UK, I find it very disturbing that the so called 'serious' software houses are giving the Atari a miss as far as new software is concerned.

At the moment, there are quite a few titles being released. "What's the problem then? you say. The problem is that it's ALL old, out of date, ****!

Continued on page 151

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Mailbag

COMPUTER + VIDEO GAMES
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A certain company has just released a series of £2.99 games which are old Adventure International basic programs.

The only people to release a decent amount of good machine code programs are Databyte and U.S. Gold.

I say U.S. Gold, as far as I can tell from press releases, most of their coin-op licenses recently purchased are from Atari but are not planned conversions to the Atari home micro.

The same thing goes for Elite. *Paperboy* is the perfect example. It's not as though the machine isn't capable or anything. It crushes the Commie 64, Spectrum, Amstrad, BBC, MSX. In fact with 255 colours on the screen at once (with interrupts) four channel sound, player-missile graphics and over 15 graphic modes, it beats them all put together.

If anybody has seen screens from *Alternate Reality* or *Mercenary* on the Atari, I am sure that they will agree.

There are two options open to owners at the moment:

1. Purchase software from importers at ridiculous prices — £35 for *Silent Service*!
2. Rip it off!

I am sad to say I have been forced to take option two. I refuse to pay nigh on £50 for something that Commodore owners get for a tenner. I have got four discs full of utilities which copy even the most heavily protected software, even these are rip offs from the U.S.

It's no problem getting software either. Just look in the pen-pal sections of mags and write to someone with your machine and lives in the States or Germany.

I have got some superb games from Germany. The States have supplied me with *Alternate Reality — The City* and the *Dungeon, Ghostbusters, Spelunker* and many more up to six months before they arrive here.

This may sound stupid, but, I would prefer to BUY the original thing than copy it.

The software houses say it is a minority machine. Well, Dixons sold well over 100,000 machines at Xmas alone, and are still selling them at a rate that outstrips supply.

The Atari is in the top five machines in the U.S.

If the M.D's of the houses are still not convinced they should have paid a visit to the Atari Show at the end of November and asked the other owners what they have to say.

Jack T's motto is "Power without the Price". Lets not make it "Power without the Software".

Name and address supplied

● At last a letter that makes sense! C+VG has been telling irate Atari owners exactly this for ages now. Especially when they keep on telling us to review more Atari software. It's a shame — but software houses have been neglecting this classic machine. And again loads were sold because they were CHEAP last Christmas! However, with the rise of the ST maybe people will take note of your closing sentiment Mr Anonymous. . .

● I have read your magazine since 1983 and I own a Oric Atmos. At long last I am thankfully getting a brand new computer. Yes, not even second hand!

But, as you might have guessed I have a slight problem and that is WHICH computer. I have ruled out a C64C because of its useless basic and the Amstrad because of its seemingly lack of games.

The possibilities are either a C128 or a Spectrum. Please help me in this matter. However there is only one problem, I find it hard to think that the sound on the Spectrum can only (or nearly always) get a seven.

For instance look at *Cauldron II* on the Spectrum, you gave it seven, but, the only sound that I could hear was a resounding noise resembling a bounce.

S Fitzpatrick
Dublin

● Don't know why you've ruled out the 64C — it has much the same basic as the 128 AND you get a really good deal on the machine at the moment. It comes with a whole bunch of games, the dataset and a mouse all in one special package. The 128 has few games written specifically for it — and it always breaks when I try to use it as a frisbee. The Spectrum is, as ever good value, although some compatibility problems with the Amstrad+2.

● Your magazine is the best computer magazine I have had the chance to read. It is full of the things I like, especially games. I started reading your magazine two years ago and since then I have never missed a single issue although it costs me £4 every month.

I guess that you do not hear much from your readers in the Arab world so please listen to a voice coming from the U.A.E. When I first bought your magazine I found it a bit difficult to read but now it is a piece of cake — it has also improved my English. I have even stopped buying Arabic computer mags.

Congratulations on your 5th birthday — how can you be so young and yet so learned in computers. Keep up the good work or in my mother tongue "Wasiloo al-amal al-jaied"

Ashraf Obaid Alnager
Sharjah
U.A.E.

● Hey! Hope that's not rude Ashraf! Don't want the IDEAS censors coming down on us! And your English must be a bit odd if you've learnt it from C+VG's writers! Seriously, thanks for your comments. But £4! We'll all have to work a bit harder to make it worth your while!

After reading your July and August issues of C+VG I thought I ought to write and correct a few points.

In the *Price of Magik* review Keith Campbell says that the VAX is 'dated and unsuitable' and goes on to say that Avalon will have a save facility that will also restore his status in the event of a system crash — a feature which MUD lacks.

This is not true, MUD's vocabulary is 1200 words (600 useable by mortals) and has room for about 2500. At present there is 600-700 locations but that is hoped to be increased to 3000 as time goes on (Richard Bartle's figures, not mine).

It hardly sounds dated or unsuitable to me, especially now that the response time is down to under three seconds. And the suggestion that a crash causes status to be lost is ludicrous. Your score is saved automatically every time it increases and you always get returned to the most recent of these.

This incidently is what the save command which puzzled Jim Douglas is for, in the event of a bug in the automatic facility.

I hope this information will stop prospective players being put off a very worthwhile past-time.

Pebbles the Superheroine
Cambridge

● I like MUD. It helps cool my circuits on a hot day. I find wallowing in it is the best — but mud-packs are OK for quick relief if you're in a hurry. The Bug Hunters response time is down to three seconds too — but it's still not quick enough for Jackson T. Kalliber. . .



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MICROSELLS — It costs only £1 to advertise in Microsell!

Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.

ATARI PENPAL WANTED to swap original software etc. Write to Lloyd Cassidy, 85 Lanark Avenue, Carmondean, Livingston, West Lothian, Scotland EHB4 8QN. Prefer disk.

SINCLAIR ZX Spectrum 48K, cassette recorder, joystick and interface and software. Total value £265. Will accept £125. Telephone Wisbech 64785.

48K SPECTRUM + tape recorder, interface, Quickshot 1+2, joystick, all the latest games, magazines. Bargan £170 inc or swop for Commodore 64. Contact Oliver, phone 387 0919 anytime after 6 o'clock.

MSX SOFTWARE TO SWAP. All games originals send your list for mine. Originals only to M. Cruickshank, 37 Glenisla Court, Rattray, Blairgowrie, Perthshire, Scotland PH10 7AX.

ATMOS/OPTC 1 48K GOLDMINE. Collect gold bars from 35 different caves, be careful not to get trapped in or crushed by boulders. Only £3.50. Cheques and postal order payable to David Yip, 77 Great North Road, Gosforth, Newcastle NE3 2DQ.

CBM 64 disc drive, two cassette recorders, 1 joystick, back up board, lots of software including 81 cassettes, 18 disc's, 4 cartridges. Disc's include Leader Board, Uridium, Silent Service & Revs Cassettes includ Ghost & Goblins, Dragons Lair, Summer & Winter Games, Cauldrons II & lots more. Tel Halifax 823810. Worth £1300.00. Will sell for £500.00 ono.

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SPECTRUM GAMES: Will swap Starstrike, Beach-Head, Now Games 1, Night Gunner, Alien 8, Sam Stoat for any 2 of: Back to Skool, Their Finest Hour, Quazatron, Hijack, Tomahawk, Bobby Bearing. Send games to: Chris Woods, 10 Chemin Des Baraques, 1290 Versoix, Geneva, Switzerland.

CBM 64: Software to swap. I've got all the new titles. Disk only. No beginners and big lists please! Write to Haavar Hohjem, Stiklestad, 7650 Verda. By the way Hi to Sorry Morry (SM), The Terminators, FCG, Darkskin & TII.

ATARI 520ST USER wishes to swap original software, tips + information with other users worldwide. Prompt replies. Terry Stratford, 47 Holland Road, Chatham, Kent.

SPECTRUM 48K. Games for sale, Ghostbusters and Ehiller. Also a Kempston Competition Pro. Send to Graeme Dow, 41 Demesne Road, Wallington, Surrey, SM6 8EZ.

BBC B Twin Drives, recorder, modem, printer, Rom, Ram board. Roms including Database and communications, joysticks, books, magazines, blank disc and over 300 pounds worth of software all for £750 ono. Phone 651 2940. (01) if outside London.

FOR SALE: Spectrum power switch, £4. CBM 64 and Atari audio leads (give details of Hi-Fi connection sockets). 1 meter lead lead £2; (add 50p per extra meter). CBM 64 Reset switches, £1.50. Make cheques payable to Colin Froggatt. Add 50p p&p. Send orders to 13 Edith Terrace, Sunnyfields, Doncaster, South Yorkshire, DN5 8RT.

COMODORE 64 owner wishes to swap games which include Silent Service, Green Beret, Shogun and many many more then write to J. Dobbs, 64 Theaker Ave, Gainsborough, Lincs DN 11RH. All letters answered.

SWAP C64 GAMES: Green Beret, Commando, Exploding Fist, Mersenerya, Kung-Fu-Master, Tigers in Snow, Hobbit + Boolt, Computer Hits Two, Entoomed, Gyroscope, Speed King, Dig-DVG, Pole Position, Pacman, Wizards Lair, Android 2, Combat Lynx, Labarinth of Creater, Pitstop 2, Starion They Sold a Million, Sentinal. Two of above for Now Games 1. One of above for Ace, Now Games 2. Money offers accepted, alternative swaps accepted. Phone Mansfield (0623) 27793, ask for Nick.

COMMODORE 64 GAMES to sell or swap including Parralax, Miami vice, Inflitrator, Paperboy and Knight Rider. Send all letters with list to Michael Echun, 34 Hillfield Road, Hemel Hempstead, Herts, HP2 4AB.

SPECTRUM 128 STARTER PACK with 50 games worth £500. Selling for £200. Phone Houghton-Le-Spring 584 3813 between 6pm till 11pm.

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YO! THERE ALL C64 OWNERS I have the latest original software to swap. Send your list to me at 61 Springwood, Llanedeyrn, Crdiff, CF2 6UD or tel: (0222) 732 565 after 4pm and ask for Gary. Oversea'ers welcome!

AMIGA & BY-FREAKS. Have you hot stuff on the Amiga? Call or write: R. Drost, Zwaluwhof 19, 9502H, Stadskanaal, Holland. Phone: 05990-22439 (7-11 pm) 64-freaks with a software problem, call also!

SPECTRUM ORIGINALS FOR SALE! Very low prices including Elite, Way of Tiger, Spy vs Spy, Nightshade, Wham!, Rambo. Only £3.50. Also available Comcon Interface £15, Ramturbo Interface £10, Currah Microspeech £10. Send s.a.e. to G.D. Shaw, 25 Redwood Avenue, Royston, Barnsley, Yorkshire, S71 4JP. Kwik!!!

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ADVERTISEMENT INDEX

C+VG GOLDEN JOYSTICK AWARDS

It's time for the computer game equivalent of the Oscars once more! Yes, for the fifth year in succession we're asking YOU the loyal C+VG reader to vote for our coveted Golden Joystick Awards. **These now traditional awards go to the software houses and programmers who YOU reckon deserve them. Look back at your software collection and work out which game is the best from 86. Which company do you think deserves the software house of the year title? Which programmer has impressed you enough during '86 to win your vote for Programmer of the Year? And which game had a soundtrack which blew your ears away? This last category is a new one for this year — but the regular categories remain the same. The first 20 people to send their vote form in will get the pick of the C+VG software cupboard — so get your entry in today. And remember — YOUR VOTES COUNT!**

SOFTWARE HOUSE OF THE YEAR ______________________

RUNNER-UP ______________________

GAME OF THE YEAR ______________________

RUNNER-UP ______________________

ADVENTURE OF THE YEAR ______________________

RUNNER-UP ______________________

STRATEGY GAME OF THE YEAR ______________________

RUNNER-UP ______________________

BEST ARCADE STYLE GAME ______________________

RUNNER-UP ______________________

BEST ORIGINAL GAME ______________________

RUNNER-UP ______________________

BEST SOUNDTRACK ______________________

RUNNER-UP ______________________

PROGRAMMER OF THE YEAR ______________________

RUNNER-UP ______________________

NAME ______________________ ADDRESS ______________________

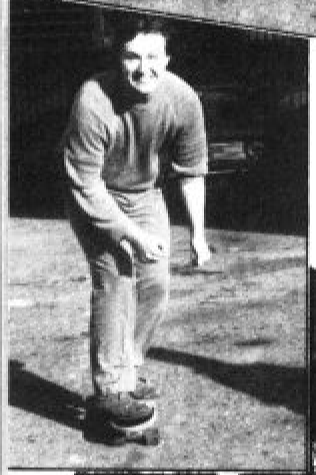
______________________ COMPUTER OWNED ______________________

C+VG COMPETITION 8





ROLL ON, JOHN



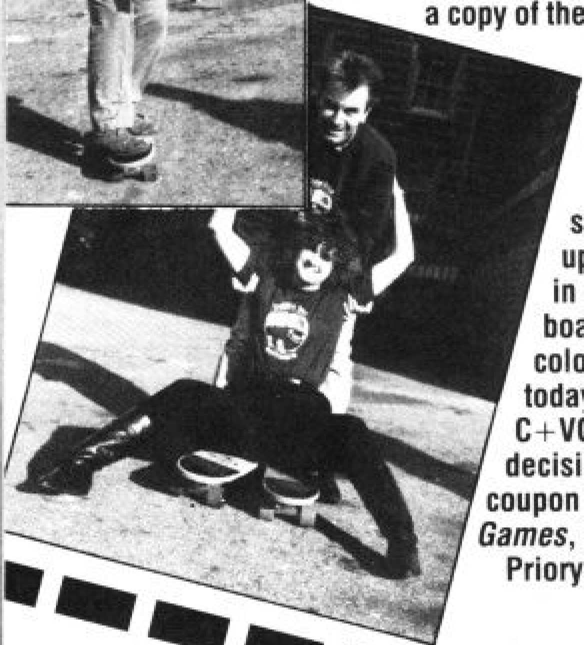


How we laughed when Paul fell off his! How we gasped as Seamus did a wheelie on his! How we all needed miles of Elastoplast to cover the bumps and bruises . . .

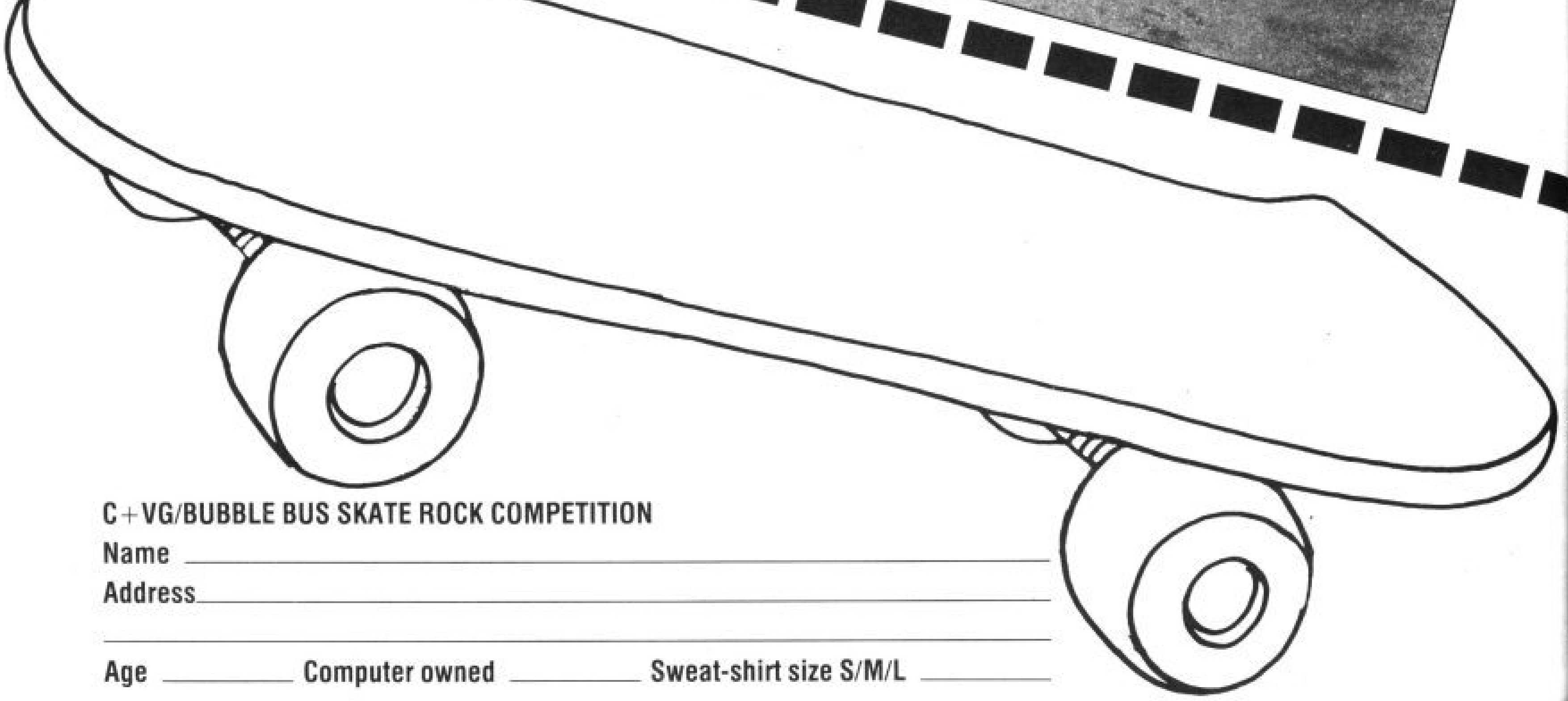
What are we on about? Skateboards, that's what. *Skate Rock* is the newie from *Bubble Bus.* It's an accurate simulation of the thrills and spills of skateboarding — but without the damage to life and limb.

Check out our *Street Seen* pages for details of the game. Check out this page for your chance to win one of two amazing *Big Eater* skateboards from *Bubble Bus*! Two second prize winners will get a Bubble Bus sweat shirt plus a copy of the game and ten runners-up will get a copy of the game for the 64! You just can't lose!

What we'd like you to do is use the special blank board to design your own customised C+VG skateboard. We want to see YOUR ideas for the trendiest boards about the streets. 'Fraid we can't get the boards painted up for you — but your designs will get printed in a future issue of C+VG. And the prize boards do come in very tasteful fluorescent colours! Don't delay, get your designs rolling in today. Closing date is January 16th, normal C+VG rules apply and the Art Editor's decision is final. Send your entries, with the coupon firmly attached, to *Computer and Video Games*, Bubble Bus Skateboard Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.







C+VG/BUBBLE BUS SKATE ROCK COMPETITION

Name ______________________________

Address ______________________________

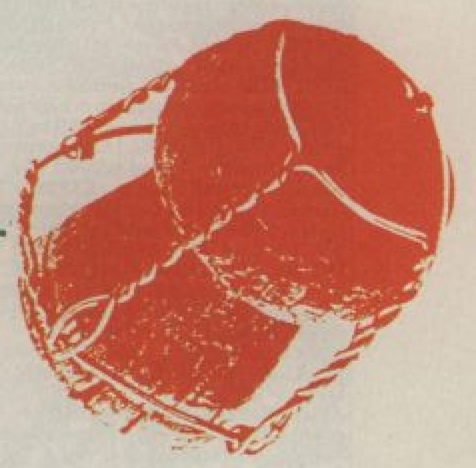
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Age __________ Computer owned __________ Sweat-shirt size S/M/L __________

COMMODORE USER

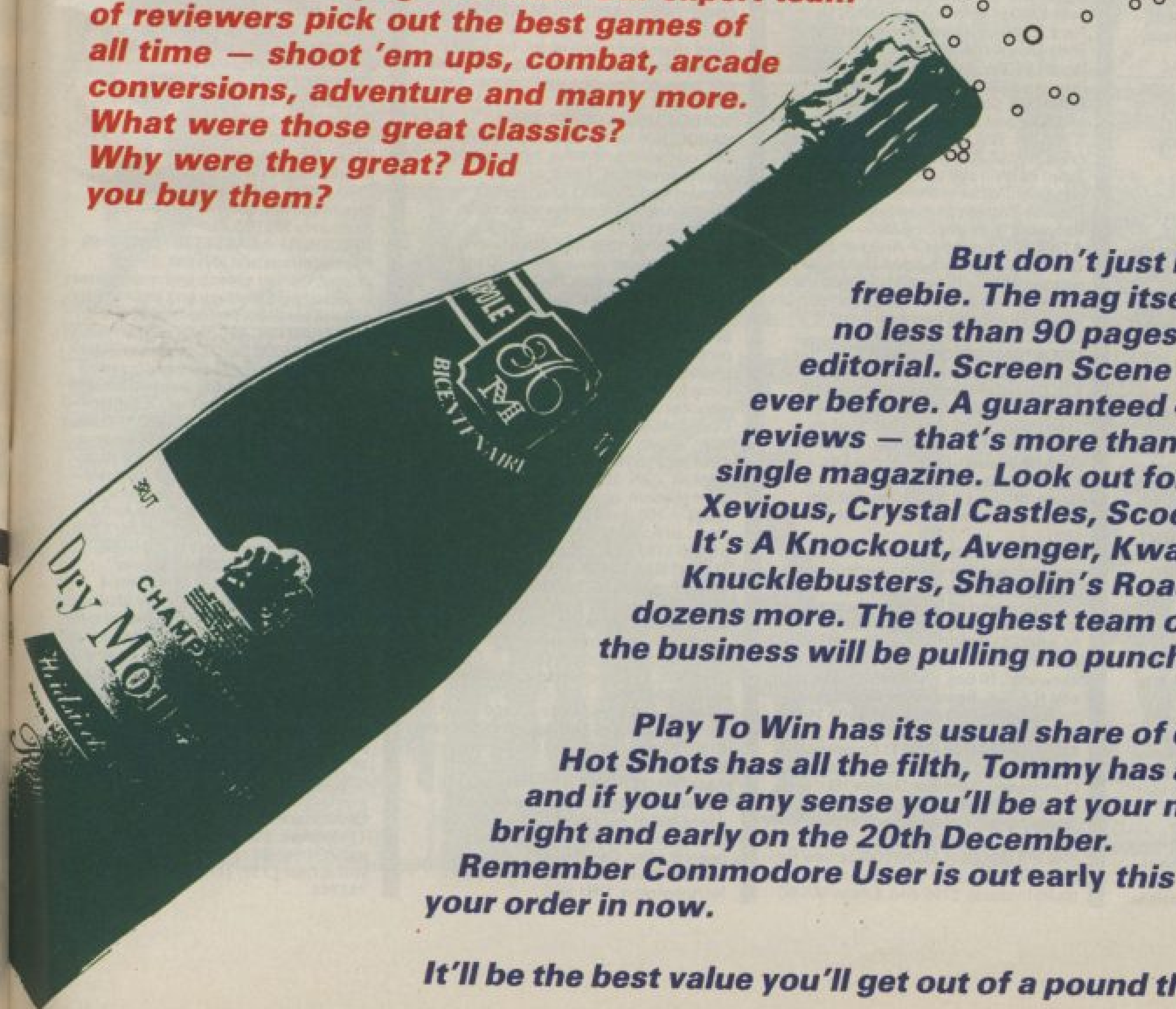
IT'S A CORKER!

Get some bubbly in now cos we've got something for you to celebrate, and I don't mean Christmas. The spirit of giving knows no bounds here at Commodore User. Regular readers have already benefitted from two free gifts in a row but — as the man says — you ain't seen nothing yet.



FREE . . . .

a full colour 24-page booklet. Our expert team of reviewers pick out the best games of all time — shoot 'em ups, combat, arcade conversions, adventure and many more. What were those great classics? Why were they great? Did you buy them?



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ATARI PENPALS wanted from UK/Europe/USA. I'd particularly like to hear from disk/modem users. All letters answered. Write to Neil Thewarapperuma, 3 Abbey, 3 Abbey Meads, Glastonbury, Somerset BA6 8EZ.

THE FOLLOWING Vectrex games wanted: Pole Position (3D or normal), Star Castle, Polar Rescue, Dark Tower, Batter-up, also light pen cartridges Animation and Melodymaster. Also Colecovision game Montezuma's Revenge. Information on any of the above gratefully received. Phone (I.O.W) 866349 or write M. Farrell, 24 Coronation Gardens, Shanklin, I.O.W. PO37 7DZ.

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AMIGA PENPALS WANTED. All Amigas owners please answer. I want to swap programs, hints, news, letters etc. Write to: J. Vilkki, Pellavapolku 1 D, Vantaa 37, 01370, Finland. All letters answered.

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C64 NUTTER wants Infiltrator, Cyborg, Parallax, Nemesis and lots more. I have Paperboy!, Leaderboard, Fairlight, Spindizzy and games you wouldn't believe I have. Phone Wenchin (01-205 1654). Write to W.ng, 29 St Georges Ave, Kingsbury, London NW9 0JT. Hi Andy Green. Phone or lose out on games.

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ADVENTURERS — ALL MICROS. I have solutions to many top adventures. (over 100), including all level 9, many Infocom, + too many to mention! All solutions 50p including P & P. Send S.A.E. to Lee Hodgson, 54 Church Street, Tewkesbury, Glos, GL20 5RZ.

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WE DIDN'T HAVE A LOT OF CHOICE... NOW COME ON, GLENN, WHAT HAVE YOU FOUND...
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SHOULD HAVE BEEN LOOKING AT THE SPINE...
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MSX games to sell or swap and Amstrad games to sell, including Sorcery, Ghostbusters and Hunchback for the MSX and The Way of the Exploding Fist and The Quill adventure writing system for the Amstrad. Phone 31685 for a full list and ask for Robert.

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CBM 64 Owner wishes to swap, Bomb Jack, Paper Boy, Ghost 'n' Goblins, Commando, Green Beret, Star Wars, Uridium, Rock 'n' Wrestle Kung Fu Master, Yie Ar Kung-fu, Way of the Tiger, Graphic Adventure Creator. Wants anything you have got. Phone 0279 850689 or write to Richard LeCount, cottmoor, Old Mead Road, Henham, Bishops Stortford, Herts CM 226JG. Ring after 10am, ask for Richard.

CBM 64 SOFTWARE to swop on tape, many new titles. Write to Bren at 62, St Margarets Rd, East Twickenham, Middlesex, TW1 2LP.

AMSTRAD OWNER would like Rock and Wrestle, Barry McGuigans Formula One, T. L. L. and movie, In Turn, the provider can pick any two per game. From a list of 58, including Way Tiger, Batman, Bomb Jack Bedhamk etc. Tel. (0475) 34989.

128K SINCLAIR SPECTRUM COMPUTER for sale with Sanyo data cassette recorder, plus 47 computer games, ZX printer. To buy new £640. Six months old. Asking £145 o.n.o Everything mint condition. Ring Jeremy on, Cardiff 0222 624475.

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ATARI GAMES TO SWAP. All original cassettes. Games include Rescue on Fractalus, Knockout, Ballblazer, Elektraglide, Chop Suey and lots more even better games. Games wanter — Level 9 and Scott Adams adventures (not Hulk, Red Moon, E.lsle or dungeon A.), Boulderdash II etc. List of offers to Alan G. 69 Kirkwood Avenue, Linnvale, Clydebank, Scotland. G81 2SY.

MSX SOFTWARE FOR SALE less than half price — all originals in mint condition titles include River Riad: Snowball: The Wreck: Hero: Manic Miner: Boulder Dash: Blasser: Mr Wong: lots more, send S.A.E. for full list. All letters answered, A. Thomas, 14 Cardigan Cres, Winch Wen, Swansea SA1 7ED. West Glam. Wales.

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WANTED: VTX 5000 MODEM WITH INTERFACE. I am offering 20 origional Spectrum games in exchange. Titles include: Doomdarks Revenge, Sherlock, Knight Lore, Beach Head II, Rambo, Snowball, Fighting Warrior, Way of Exploding Fist and Fantasia Diamond. If interested contact: Mark Gould, 10 Ballsillan Drive, Cars glen, Belfast.

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48K SPECTRUM. Lo profile professional keyboard, DK Tronics joystick interface, joysticks, lots of games (including Sweevo's World) Data recorder, magazines, only £160, worth £400. Send cheque to: Chris Jackman, Colmuir House, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk, PE32 2QQ.

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COMMODORE 64 software to swap (tape only). Titles include: Split Personalities, Ghost 'n Goblins, Green Beret and lots of others. Send your list fast to: Anton Rutten, van Egmondlaan 28, 5583 VB Aalst-Waalre, the Netherlands.

SPECTRUM GAMES FOR SALE Way of the Tiger — £4.00, Ghosts and Goblins — £4.00, West Bank — £2.50, Heavy on the Magic — £4.50, Spindizzy — £4.00, Movie — £3.50, Bomb Jack — £3.50, Zoids — £3.00, Robin of the Wood — £2.50, Yie Ar Kung fu — £2.00, Green Beret — £3.50, Kung Fu Master — £3.00, Starstrike and Starstrike 2 — £3.50 and Spy Hunter — £1.50. Send cheque/postal order to: Mark foster, 19 Leighton Avenue, Pinner, Middlesex Ha5 3BW. Plus 25p postage & packing.

CBM 64 corespondance wanted I have well over 600 titles. Send letters, lists, disks to David Davis, 3 St Johns, Station Rd., Puckeridge, Herts. SG11 1SY. Phone Ware 822277.

C64 PENPALS WANTED. Swap software, all latest software plus old titles, new games every week to: Dave Larthwell 21 Crawford Rise, Arnold, Notts NG5 8QF.

COMMODORE 64 owner wants to swap software. Prefers disk but tape will do. Have hundreds of titles including all latest and best games. Send your list to, Michael O'Grady, 46 Glendale Drive, Glasheen Road, Cork, Ireland. All letters answered!

C-64 USER wishes to swap serious software, wordprocessers, databases, languages, especially utilities, disk only. Particularly seeking new U.S. titles. Already has a wide range of titles with full documentation. Send list to: John H. Claude, 43 Westgate R.D., Bishopstown, Cork, Ireland.

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"I'M A 15 YEAR OLD CMB 64 QUILL USER who'd like to swap software, Quilled Adventures, Ideas, Tips, Gossip, News etc. with anyone anywhere. Please write now to Derek Dolan, 3 Glenavlin Pk., Chapelizod, Dublin 20, Eire. All letters answered."

COMMODORE 64 GAMES FOR SALE. All very cheap, titles include: V, Biggles and lots more. Send S.A.E. for the full list to: Christian Besser, 96 Jarrow Road, Chadwell Heath, Romford, Essex, RM6 5RP.

AMAZING OFFER! Will swap Spectrum 128, joystick and dual port interface, data recorda, 50 top games and 40 magazines. For either Commodore or Amstrad, no books, recorder, monitor, joystick, games required. Ring Waltham Cross 26134.

WANTED. CBS Colecovision and Atari cartridges. Good prices paid. Send list to: 29 St Martins Close, Clacton-on-Sea, Essex, Co15 3NJ. Tel: 0255 431067 — after 8pm.

SPECTRUM GAMES FOR SALE CHEAP Dynamite Dan II £4.00, Jack The Nipper £4.00, Bobby Bearing £4.00, Nexor £4.00, Heartland £4.50, some games free! Many more, send SAE for full list: 20 Outram Street, Middlesbrough, Cleveland, TS1 4EL.

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COMMODORE 64 software for sale, all originals for less than half price, Friday 13th, View to a Kill, Heroes of Karn and many more. Send SAE to R. Hooper, Highfield, Heol Dderwen, Tonteg, Mid Glam, CF38 1TD.

COMMODORE 64 SOFTWARE FOR SALE 30 titles tape only. Worth over £220 will sell lot for £70–£80. Titles include Fight Night, Paradoid, Fist, V, Saboteur etc, will consider swapping. Send S.A.E. for list to: H. Patel, 28 St Pauls Ave, Flat 4, Willesden, London NW2 5TD.

WANTED! WANTED! WANTED! Hundreds of penpals to swap Commodore 64 software, interested in all types of softwares, send your list for mine, All letters answered promptly. Send to. Dave, 10n Market Street, Atherton, Lancs, M29 0DN. Phone 0942-873211 anytime.



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'THAT BOUGHTON-BOTICS INC. HAVE MANUFACTURED IN THE LAST 2 YEARS...'
YOU! STAY WHERE YOU ARE...
'WAIT A MOMENT... KALLIBER LOOK AT THE SCREENS...'
AAAGHH
'...THEY'RE COMING FOR US!...'
SUBWAY
MET LINE
EXIT



TO BE CONCLUDED...





When I was a lad I occasionally got the urge to slip on my Gran's wooden leg, cover my eye with a patch and hop around mindlessly, shouting "Ooh, Arr, Jim lad!" This usually took place after watching *Treasure Island* on TV.

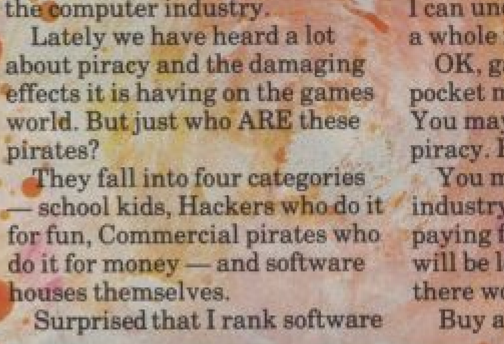


Today the urge has gone and my acting days are over. "Besides I had to stop, my Gran didn't have a leg to stand on! But piracy still rears its ugly head in the computer industry.

Lately we have heard a lot about piracy and the damaging effects it is having on the games world. But just who ARE these pirates?

They fall into four categories — school kids, Hackers who do it for fun, Commercial pirates who do it for money — and software houses themselves.

Surprised that I rank software houses among the pirates? What can he mean I hear you cry?



It comes in two forms. Ripping off arcade designs. And using hacked software (utilities and games) for release in the UK.

How many times have you seen games that are coin-op clones under another name? Look at *Punch Out/ Frank Bruno's Boxing* or *Who Dares Wins/ Commando.*

My last observation is based on personal experience. Two leading software companies in the UK asked me to pass on pirated copies of games to be mastered for sale.

This was because the copies supplied to them were still protected by the companies that had written them.

Then I bet most of you lot out there indulge in illegal copying. I can understand you do it but as a whole it can't be justified.

OK, games are expensive and pocket money can only go so far. You may not even think of it as piracy. But it IS.

You may be cheating the industry now, but you end up paying for it in the end. Games will be less imaginative and there won't be so many of them.

Buy an original and you set all the instructions and the guarantee of a (generally!) reliable tape or disc.

Hackers take software that is available and dump it to disk for ease of storage and access. They do not make money out of it. They do it for fun and a challenge.

These people are not damaging the industry.

But many people (journalists?) have abused this service and taken pre-release software and released in onto the hacker network.

This is wrong. It is an abuse of privilege and position.

Software houses have finally seen the light — why did it take them so long? — and are beginning to number review copies they issue.

Commercial pirates are those beastly, faceless people who are ripping off the genuine article to make a quick profit. They are the REAL threat to the industry and hopefully most of them will be caught and prosecuted.

A new type of commercial piracy has emerged recently. Copies of games sent to European distributors have surfaced on the hacker network.

Perhaps software houses should get their distribution channels checked before they cry wolf about piracy in the UK.

It's a crazy, mixed up world that seems to make less sense every day . . .

If YOU feel that piracy, in whatever form, can be justified or should be hammered, drop me a line at C+VG. I want to hear from YOU.

REMEMBER: The games industry needs you!

On the rare occasion I sit down to play a home micro game for fun I invariably choose a Konami cartridge on my MSX computer.

That really is an accolade seeing that I've got just about every game possible available to me at home. Not forgetting the six coin-ops! (*Stop boasting*! — Ed)

One of the latest offerings from Konami is *Nemesis*, a faithful copy of the arcade original. It is a 128K ROM game (yes 128K!) and it is just superb!

It has a high-res title screen, a 1/2 player option and the facility to continue where you left off on game over — very useful to practice those high levels.

***Nemesis* is very, very close to the arcade original. You pilot a Defender type craft through space destroying enemy bases and picking up extra fire power and shields.**

It's a horizontally scrolling game and your ship tracks around the screen pumping out bullets and picking up special pods.

Pods only materialise when you shoot certain groups of aliens or red coloured attackers.

The special pods you pick up move a counter across the bottom of the screen showing which weapon is available for addition to your craft. There are six to choose from — speed-up/missile/double-laser/option and mystery. .

To choose your weapon you simply press N or M on the keyboard when the cursor is



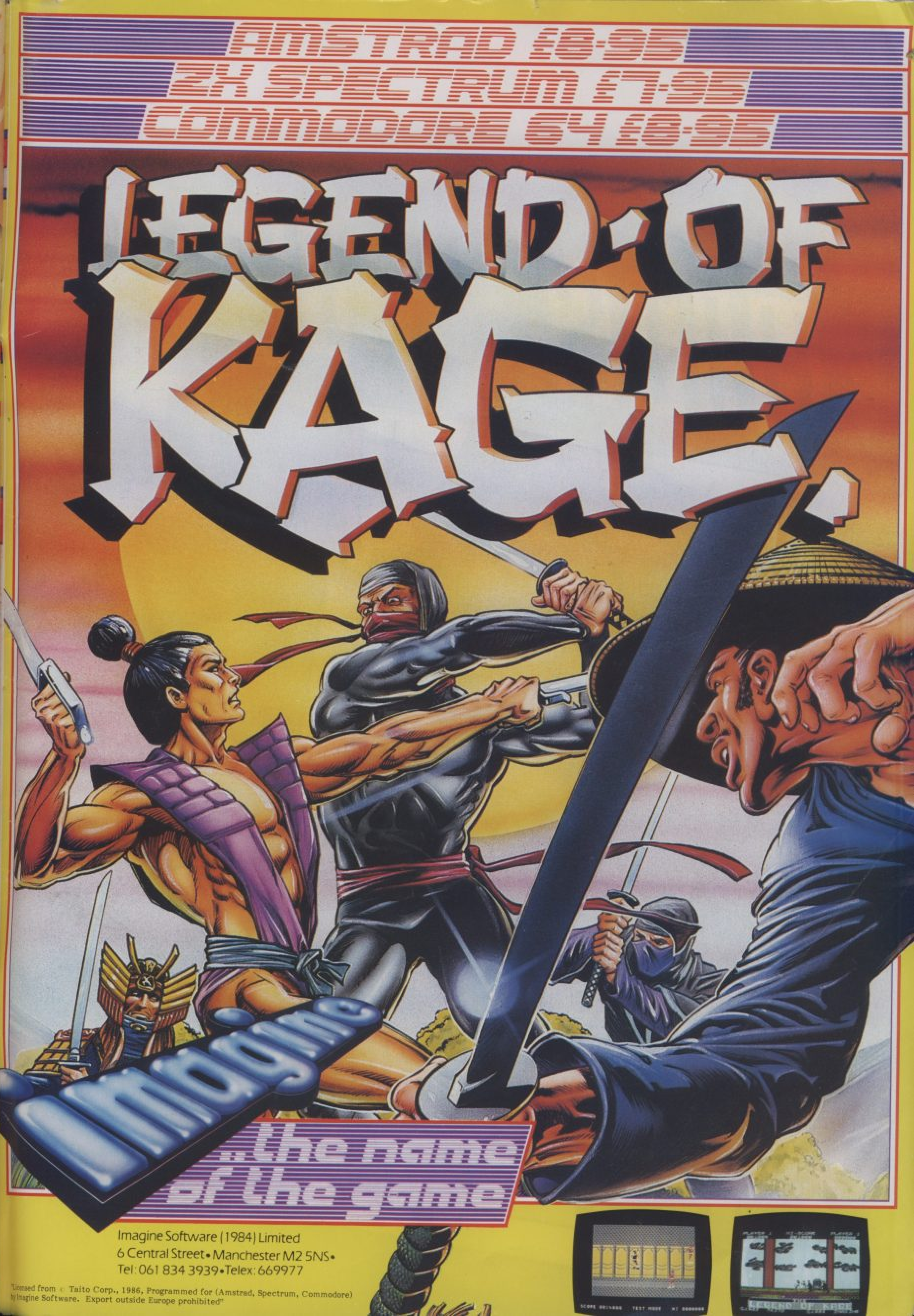
over the chosen box.

The aliens and gameplay include the likes of rolling balls, moving gun turrets, alien bases, volcanoes spewing out boulders, homing bullets, Smart Pods. The end of a wave is signified by the Mother Ship appearing. You have to destroy it to start the next level.

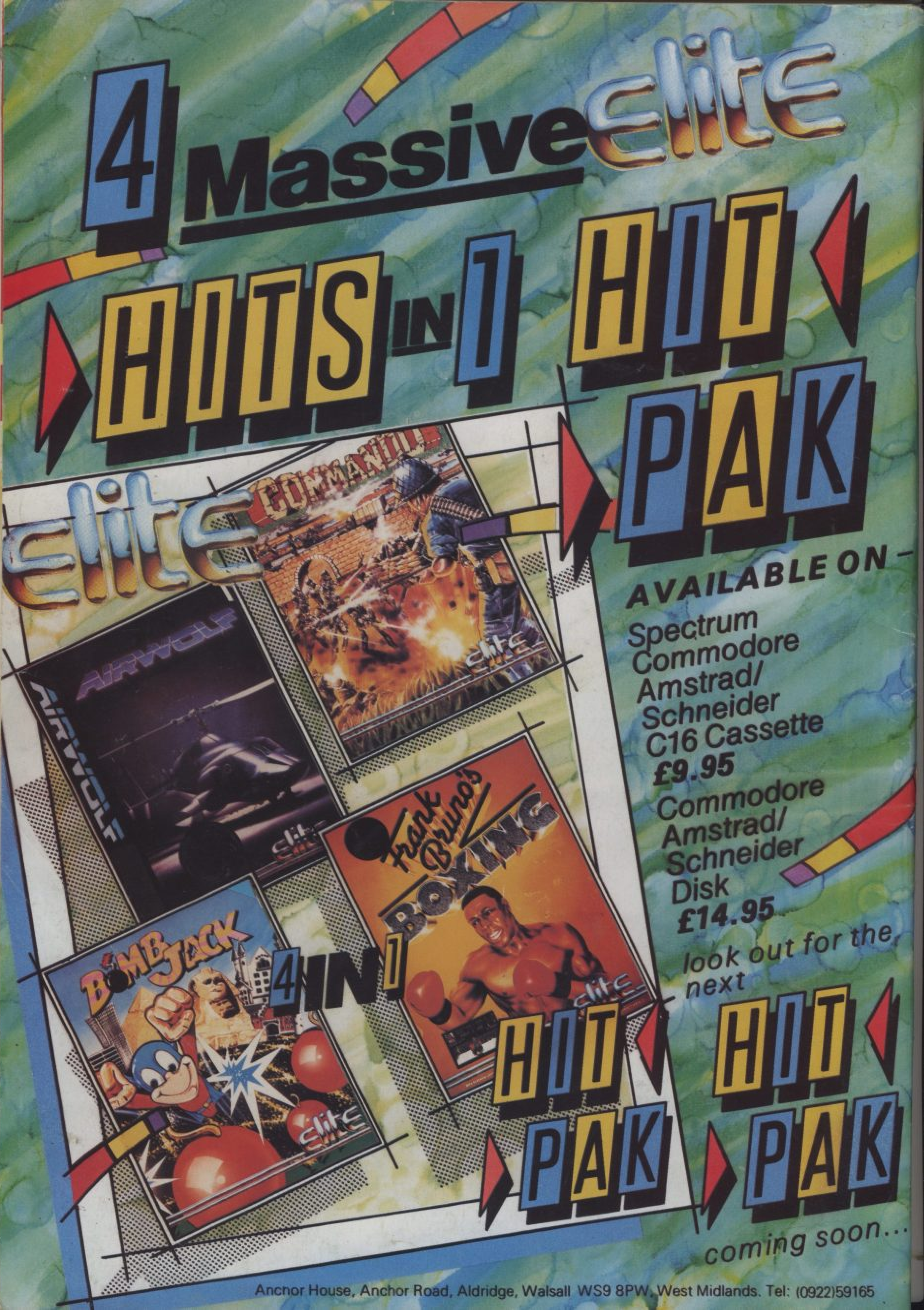
I only have one criticism of this game. The scrolling is very jerky. But the game is so good that you get totally absorbed and the jerky scrolling just doesn't matter . . .

I'm sure the C64, Spectrum or Amstrad versions will not be as good as this version (— bar the scrolling). If you are the lucky owner of an MSX machine buy this game. It's what great gameplay is all about . . .

Tony Takoushi



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